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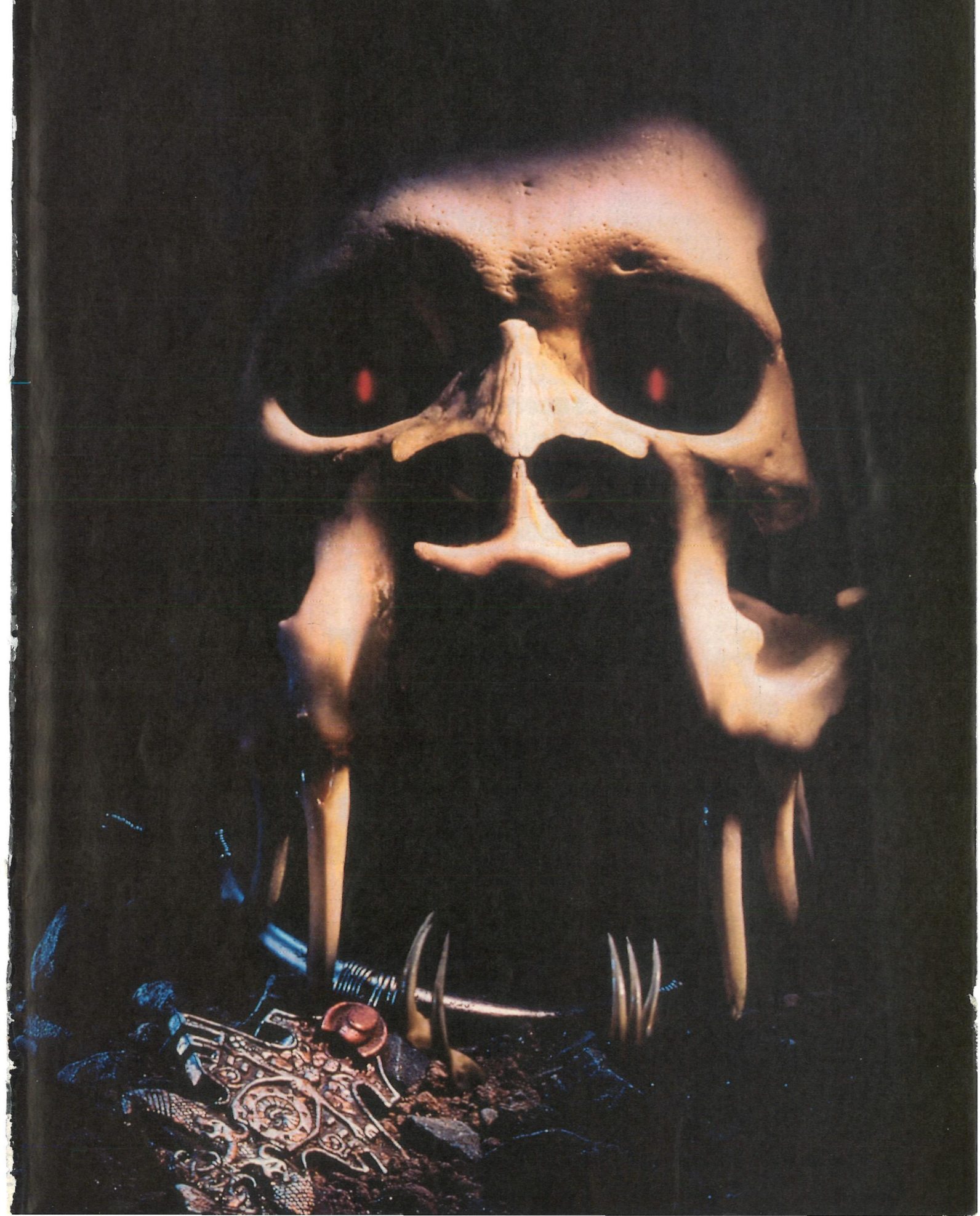
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"It's very quiet in here"

**Manfred Schmidt at the inaugural meeting of the
Amiga appreciation society**



AMIGA ACTION

ANOTHER ISSUE.
WHOOPEE!

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SPECIAL THANKS TO:

The entire population of China for piecing together the mag in slapdash fashion (whaddya mean "as usual"?), Rob "Midnight" Smith, who would much prefer to be Rob "San Mateo" Smith, Jay "I could do this in my sleep" Sharples for his unending modesty, Fiona for abandoning us - go on, you have a good time, ooh... thank you - and losers everywhere for keeping us in business.



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Enthusiasm of the month: Missing

News p10

The entire news section is crammed to the hilt with completely Amiga related news, gossip and rumours. And that's a promise!



Subscribe p72

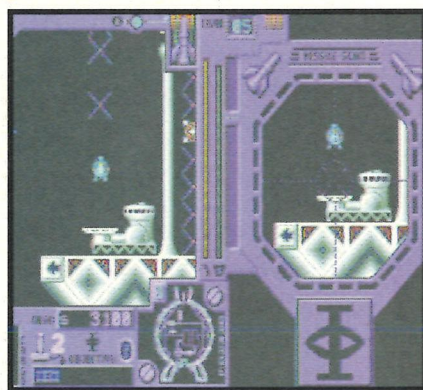
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Superleagues p76

You read them last month and here's your chance to read the new updated version containing absolutely tons of new stuff that's come out recently and no mistake

Public Domain p34

You asked for it and we're giving it you! Our massive three page PD section is now more bursting than ever before due to the fact we actually have more PD than new releases. And that's pathetic



Win! Stuff pp37/50

We have a rather impressive compo in which you could win some pretty ruddy marvellous vids while on page 50 you can win something else entirely! Wow

Talkback p39

Not so much Talkback but the new Write Up Your Alley pages containing more ranting and raving than ever before

Swap Shop p80

This month's feature ad:

Erm, hello, is there anybody there? Somebody please talk to us about Amigas and stuff. Please! Anybody?

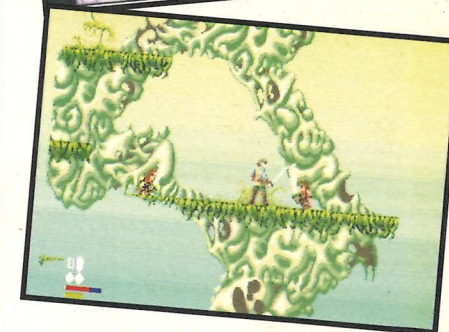
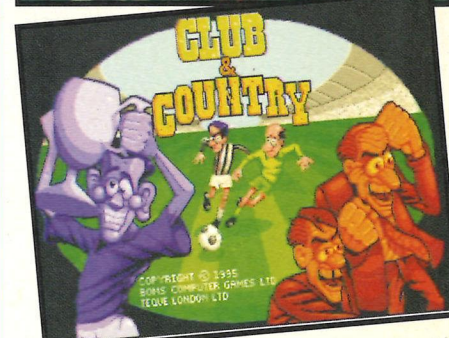
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Game Guides

Colonization p52

If you're having trouble sussing out the strategies required in MicroProse's latest stunner then this may just well be the thing you're looking for

Sensible Golf p56

Erm, difficult to explain this one. If you follow the guidelines shown here on 18 of the toughest holes ever then you'll be quids in. Otherwise you'll have to figure it out by yourself, losers

Simon

The Sorcerer p60

Simon is a sorcerer, and here can be found the most complete and easiest way to crack this adventure thang. Simple as that really. Go on, have a look. We've written it for you now you ungrateful bastards...

Small Tips p64

They're here, they're smaller than ever but they are still here. Just. Luckily we've been inundated with oodles and oodles of new tips so we can share them with everyone in the entire world

Son Of Boggit p68

More squalid than ever before, Son Of Boggit comes out of hiding to assist your never ending demands for help



Feature

The Rise And Fall Of The CD32 p15

Initially touted as the greatest console in the world ever (or something along those lines), the CD32 promised the world. Whether or not this promise has been fulfilled is looked into in our in-depth feature on the whatever happened to all of that much heralded potential



Coverdisks p6

PLAYER MANAGER 2

Oh yes indeed! It's another one of those football management things that we all love. Here's your chance to have a preview of PM2 - minus a few of the full game options - and try your hand at being the greatest manager in the world. Ever

CONQUEST

A full blown strategy fest designed and produced by one of our loyal readers. Coming all the way from Lisbon, Dave Serafim gives you the chance to tackle his latest creation. Battle through the fields and villages of the enemy nations in Roman times. Use all of your skill and strategic knowledge to become the leader of the entire universe. Yes!

Nah, SF2 isn't reviewed again but due to lack of interest, the picture seemed ream enough to include this issue. Okay?



Tacticians of the world unite! This month's fine pair of disks will require some serious brain power. You see, although one game is about football and the other concerns world domination, they're both about the same thing – power! To earn power you must first of all be successful, and a combination of luck, skill and tactics is required to achieve this in both games. Firstly there's Conquest, one of the leading entries in our Do A Game compo, and then there's a brief glimpse of the cut-throat world of football management encapsulated in our demo of Anco's Player Manager 2. World domination is far less daunting than professional football management these days, but we're sure you'll find playing both of these demos an uplifting and mildly erotic experience. Thank-you. Run along now children.

Cover Disks

PLAYER

Anco
All Amigas

Anco's latest outing into the football arena scored a whopping 92% when reviewed in issue 73, so in all our wisdom(?) we thought we'd give our readers a chance to experience, for themselves, the challenge that is Player Manager 2.

The full game is a three-disk fest, so some of the options have been omitted to allow a single disk to be used. Only one game view is available in this demo – the view that fans of Sensi will be familiar with (you know, the one from a Good Year blimp).

The players here are all fictitious, so you will have to learn to separate the stars from the donkeys if you're going to take your third division team to the top.

Fans of Wolverhampton Wanderers are in luck, as the lads from Molineux are your charges in this demo. Two options are available at the match section: You can either watch a full game or view the rapid highlights. There is also an option to play the game using a joystick to gain an important result. The player you're controlling will be the one nearest the ball, so he'll end up 'circled'.

BOARD ROOM
Messages from the chairman and supporters can be obtained here. There are also team and managerial ratings available as well as the opportunity for ground improvements



R MANAGER 2

ARCHIVES

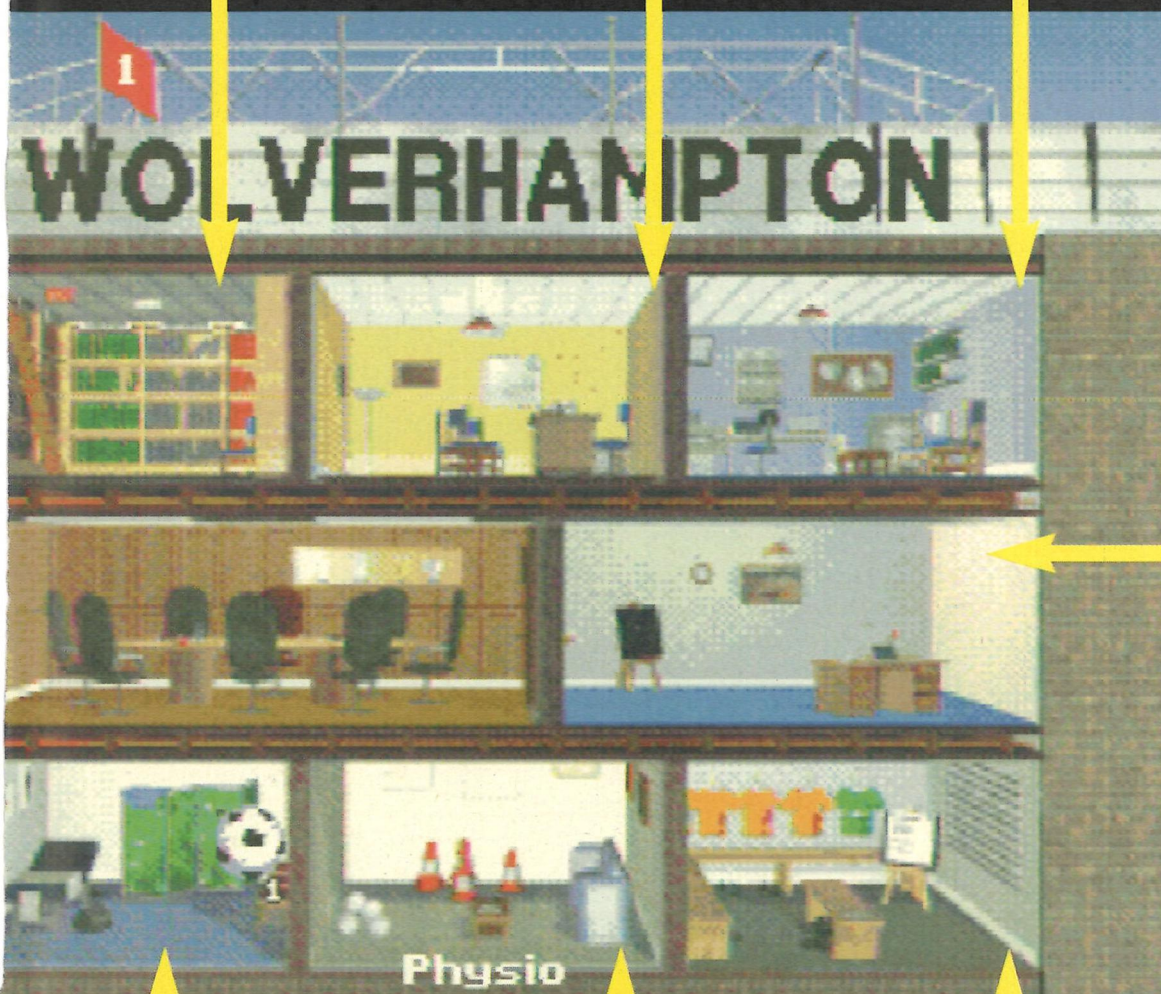
This room contains the stats for each league in terms of top players, scorers and league tables

FINANCE

All your club finances in intricate detail. Your entire incomings and outgoings are monitored from this area

PRESS OFFICE

Gossip, scandal and information about sackings aplenty. This is the place to look for vacant managerial positions



MANAGER'S OFFICE

Team selection, fixtures, newspaper reports, accounts, opposition info, transfer and loan lists are all available here

PHYSIO

His job is to strengthen recently injured players and get them match-fit once again. The full game will have five different grades of physio which will quicken/restrict the time it takes to get players match-fit again

COACH

Training players in tactics, passing, shooting, tackling, control and fitness. The coach will give a full breakdown of team and individual performances

BOOT ROOM

Last chance for team changes before kick-off. Alan Hansen's match predictions are also shown

Conquest

David Serafim
All Amigas

Asterix meets Mega-lo-Mania in this, one of the entries to our 'Do A Game' Competition. Hopefully it will give prospective participants a general idea of the standard of games we've been receiving to date.

David Serafim from Lisbon has landed himself slap bang on the cover of this month's magazine and we hope you enjoy his superb strategic bloodbath as much as we did.

Basically, your task after picking your nationality from the four available, is to defeat the other nations and rule the entire territory yourself. Each nationality has its own strengths and weaknesses, so be prepared for the odd surprise. Your home castle is your starting point, and depending on how much dosh you've allocated, you can build camps or new castles in neutral areas. The numbers in your camps and castles will increase slightly as the year progresses.

Extra recruits can be drafted into your army of soldiers by joining forces with the numerous neutral

villagers and enrolling the keener members into your armed forces.

Your armies are strongest in defending areas gained, so it's important to keep as many back as possible due to the large number of enemy attackers who arrive sporadically. Any army, camp, castle or village can contain a maximum of only 99 soldiers on foot and 99 residents. The taxes they pay will help to strengthen your cashflow and give you the chance to repair damaged fortresses and/or build new strongholds.

The longer you play, the more difficult the maps become. An army can only be moved once it's left the base itself, by clicking the mouse button on the map and then moving it to an adjoining square in any direction.

Armies can be increased or decreased by clicking on the numbers displayed to the left of the main playing screen. This is also where you will be able to see your wealth and build new camps or castles.

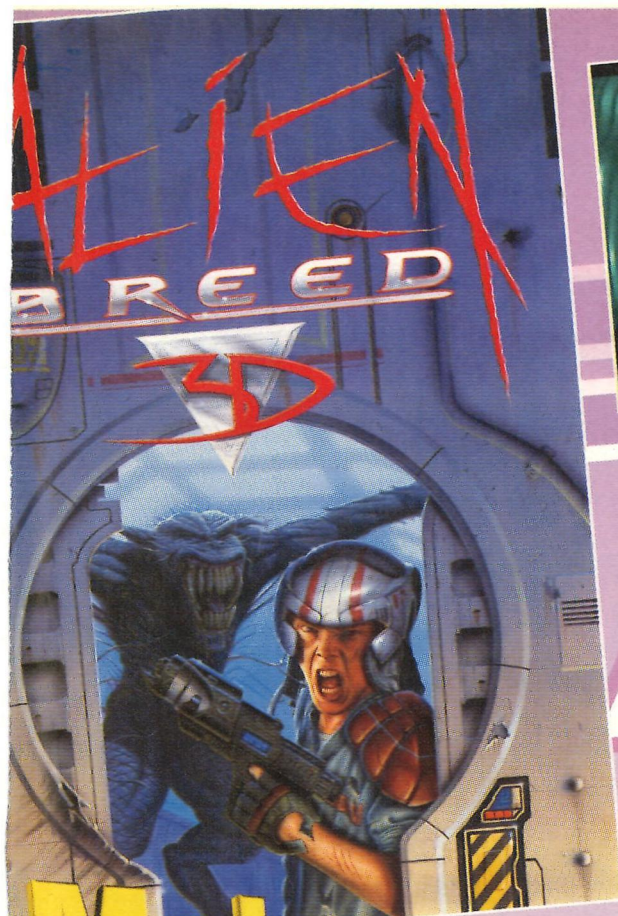
Happy conquering!



Duff Disks

In the unlikely event your disk is damaged or simply doesn't run, please return it to the duplicator:

Tib Plc. Tib House, 11 Edward Street, Bradford, BD4 7BH (who may be contacted on 01274 736990) together with a stamped addressed envelope and two 25p stamps. Where it is a duplication fault, the postage will be returned along with the replacement disk. Thank-you. And sorry.



The best selling Alien Breed series has an unrivalled reputation for great gameplay and fabulous atmosphere.

Now the best has just got bigger, stronger and mightier than anyone could ever have imagined...

Alien Breed is now 3D.

Alien Breed 3D is a jaw-dropping, earth-shattering game of gigantic proportions.

A1200/A4000

Amiga CD32

32bit fast ram recommended.
030/040 processors supported
for fast smooth update

**Make no mistakes
put gameplay**

First!



Adventure awaits the intrepid explorer who dares to wander into the world of Speris.

Discover treasures, use curious objects to solve puzzles and overcome hazards. Uncover the deepest, darkest secrets of Speris and protect your rightful inheritance to the kingdom.

(1Mb chip ram req) **A500**

A600

A1200/A4000

Amiga CD32

Speris Legacy is beautifully designed and crafted, appealing to all, yet always holding something charming and very special for every individual.



TEAM 17

If you are unable to obtain these titles from your local stockist, you may order them from Team17 directly using cheque, postal order or credit card.



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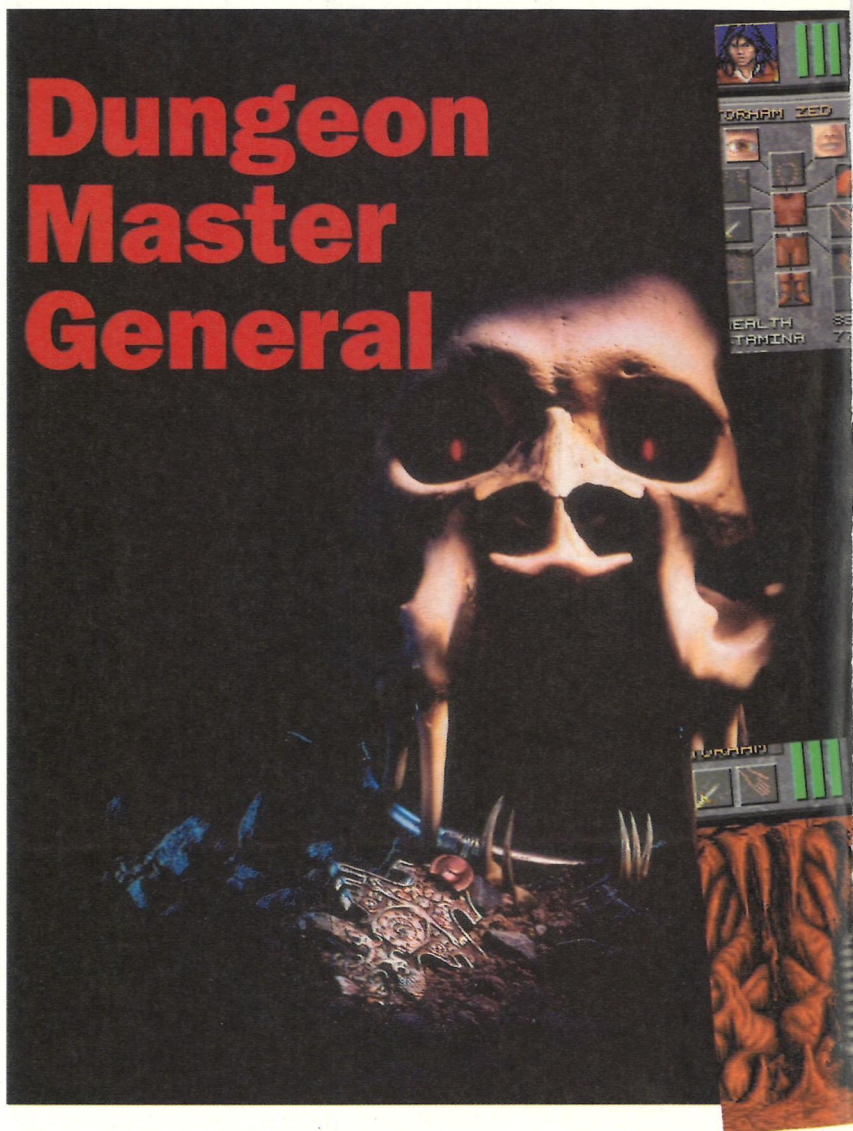
THE SEVEN YEAR ITCH IS FINALLY OVER FOR DM

First word

Hello and welcome once more to the only Amiga magazine which doesn't try to mask the fact that it's getting thinner with misplaced optimism centred around the fact that whoever owns the machine these days is seriously considering maybe perhaps almost definitely doing something about making a few more Amigas. Because it's crap. Not the magazine you understand, the theory. Until proven otherwise. The magazine is superb, as you would expect from a tome which crams three whole game reviews and just as many previews into dozens of luxurious pages bursting with colour and enthusiasm. Read on, Actioneers, and share in our love of the Amiga and all its gaming excellence.

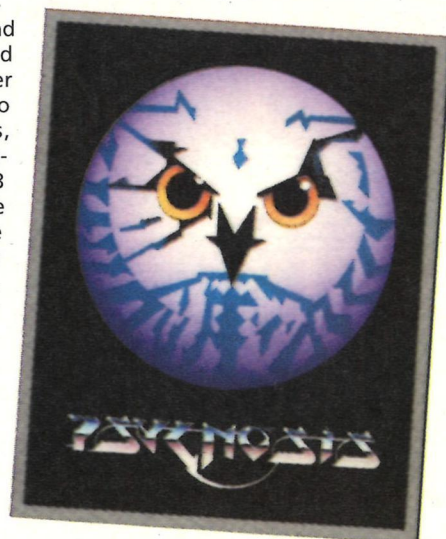
PAUL

Dungeon Master General



Psygnosis does one

One of the oldest and most re-spected names in the computer game industry is set to disappear. Psygnosis, bought by the far-from-miniscule Sony in 1993 and operating since then under the moniker Sony Psygnosis, will be, from... um, soon, Sony Interactive Europe. But they still probably won't do any more Amiga games so gives a pump? That's it. move along now Are you mad?



.. MORE SF2 BLANDNESS... DEAD PSYGGIES...

Dungeon Master II

Arriving just seconds too late for a review in this issue is the most eagerly awaited sequel of all time, Dungeon Master 2. At least, it would have been eagerly awaited if we'd have known it was coming out, but Interplay beavered away on it quietly without even a word until it was almost finished!

Good news for fans of the late 80's original is that not much seems to have changed, making them feel instantly at home with the gaming system and allowing them to plunge straight into the adventure. We must admit though that on first look we were a little disappointed about the lack of improvement in the 40 years or so since the original came out, but if it's anything like as gripping as the first one then we can forgive Interplay and FTL for sticking to a proven winning formula.

Just like in the original you start the game alone and must hand pick your team of four from the Hall of Champions before heading off to work your way through the levels in order to find the four keys that will open the doors of Castle Skullkeep. Then, once inside you need to locate something called the Zo Link device which is a machine that will take you to the domain of Dragoth where you must fight and defeat him before he begins his attack on your world. Good heavens, it's sounding like a review...

As we said, it looks pretty much identical to the original and barring a few subtle gameplay changes it plays in a very similar manner indeed.

That's the storyline then so now you should know exactly what to expect from DM2. There's nothing so sure as we'll be reviewing this next month, so look out for our in depth look in around four weeks time when we'll tell you whether it's the first game worth buying for quite some time.



STREET FIGHTER II

...it just won't go away

Streetfighter II, Super Streetfighter II, Street Fighter II : The Movie, Super Streetfighter II Turbo, Streetfighter II: The Movie - The Game, and, allegedly, Street Fighter III. All of them good for one thing and one thing only - filling space in news pages in a corner such as this. But where will it end? Will it, indeed, ever end? Next in line for release is the Streetfighter II animated movie - 'cartoon' to the uninitiated/people with a sense of perspective - from Manga, which is released in this country on October 2nd after cleaning up in Japan. Probably.

We're certain that there will be at least one person eager to know that the movie is directed by Gisaburo Sugii and produced by Kenichi Imai. Rumour has it that Mr. Udigawa from Neighbours is the Chief Animator, but that might just be us having a cheap laugh at foreign names. Ken and Ryu have to do the business against the ludicrously named Bison if evil is to be stopped from taking over the world. And so on. The video is still awaiting a certificate, but the chances are there'll be a bit of swearing because it's expected to be 15. Maybe knockers too.

AMIGAS IN THE SHOPS! PIGS FLY! SCRAPPING...

We have the technologies

At the time of going to press the New Schmoo of Amigaland – Amiga Technologies – were set to make an announcement. Wooooooo! An “announcement”. That will be just great.

Actually it might. It's about the new wave of Amigas and when they're going to hit the shops, which, apparently, and despite our constant disbelief, they definitely will do. At some stage this year, no less.



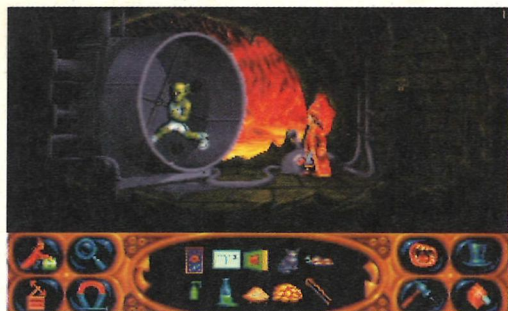
It's that Commodore logo again! They don't even exist any more but we just can't get enough of it. It's our favourite

The figure bandied about is 60,000, and word has it that the machines – all A1200s – will be in the shops in time for their Christmas orders. Also on the horizon is some sort of VR ballyhoo in the shape of Virtual i-glasses, currently available only for the PC but with the potential for Amiga conversion. Frankly we're glad to be going to press before the Amiga Technologies press conference takes place because we're fed up of raising our hopes of an Amiga revival only to have them cruelly dashed time and again, so this way at least we can hope for a while longer.



An Amiga not yesterday. Probably last year some time when there were still a few around

MORE SORCERY. PROB'LY



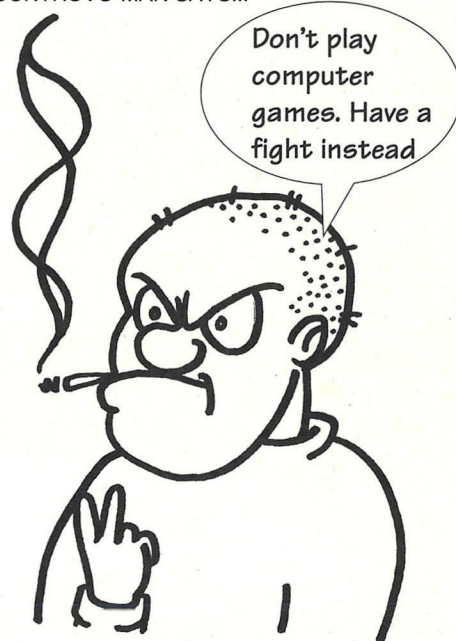
The perennial on-off saga of an Amiga version of Simon The Sorcerer 2 is on again. But it might be off, we don't know. With the CD-Rom version going down a storm in computer shops, the latest information from Adventuresoft is that an Amiga version is not out of the question. Ooh, that's informative. But wait! Rumour has it that SS2 will be

with us before the end of the year. Counter-rumour suggests that it won't, but we're going with the first mutterings because we want to believe. We do!

Chris Barrie is out of the picture whatever happens, but this might not affect the Amiga contingent because the chances are that even if STS2 does make an appearance it won't be stooping to a CD32 release, so the possibility of full speech narration is therefore slim anyway.



CONTROVO-MAN SAYS...



LIVE '95
THE CONSUMER ELECTRONICS SHOW
EARLS COURT • LONDON
19 - 24 SEPTEMBER 1995

From Tuesday 19th to Sunday 24th the annual LIVE show will be taking place at Earl's Court in London. Over 200 manufacturers will be present exhibiting the latest in home entertainment from Sony to the erm, Automobile Association, who will be showing a Lotus 'from' the 21st century and enrolling new members whilst promoting its services. Ream.

The Play Station will be a popular machine and Sony will be

promoting this for all they're worth, as well as the MiniDisc and loads of other stuff. Er, and there might be an Amiga there too, possibly, though we can't be sure.

So if you fancy seeing the latest in stereos, software, musical technology or if you merely wish to join the AA then Live '95 is the place to be.

For advance tickets call 0171 396 4545 if you live outside London. Tickets are available on all London Tube stations and are priced at £8 for adults and £4 for children under 16. Oh, you can also buy them on the day if you fancy queueing for a bit!

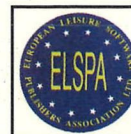
AMIGA WINS AN AWARD

Well not the Amiga obviously; not exactly... The Pope of Utah is a 'radical mix of film and video techniques along with superb computer graphics' based around the seedy world of television evangelism. In other words, it's a very strange film set in the near future where power, apparently, is the main currency.

Directed by Chaim Bianco of, erm, The Pope of Utah fame, the film has won several awards over the last couple of years, and the Amiga came into its own, it would seem, in the generation of the computer graphics which intersperse the satirical story – set, incidentally, entirely on location in Philadelphia.

Rated 18, the Amiga “inspired” alleged stonker is available from vid shops from 25th September. The Amiga. It's great. We love it!

Charts



CHARTS COMPILED BY
GALLUP

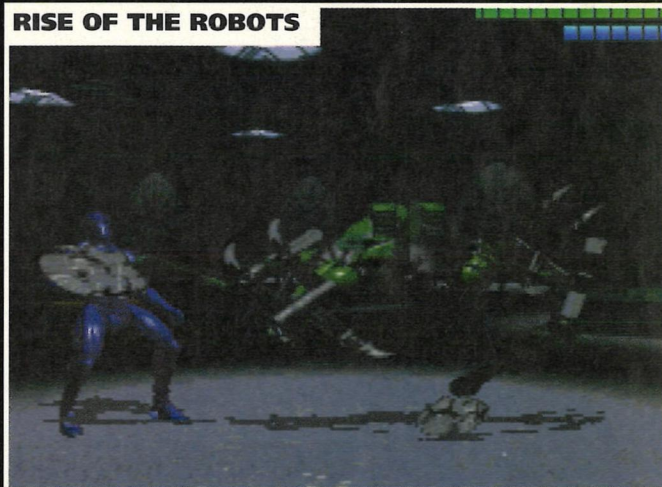
Full Price

NUMBER	PREVIOUS NO.	GAME	PUBLISHER	PRICE	GAME TYPE
1	★	PLAYER MANAGER 2	ANCO	£19.99	SPORTS SIM
2	★	SENSIBLE GOLF	VIRGIN	£29.99	SPORTS SIM
3	1	COLONIZATION	MICROPROSE	£34.99	STRATEGY
4	5	SENSIBLE WORLD OF SOCCER	RENEGADE	£29.99	SPORTS SIM
5	2	ULTIMATE SOCCER MANAGER	IMPRESSIONS	£29.99	SPORTS SIM
6	3	PREMIER MANAGER 3	GREMLIN	£25.99	SPORTS SIM
7	4	SUPER SKIDMARKS	ACID	£25.99	RACING
8	7	SKIDMARKS	ACID	£25.99	RACING
9	6	THEME PARK	ELECTRONIC ARTS	£29.99	STRATEGY
10	8	FIFA INTERNATIONAL SOCCER	ELECTRONIC ARTS	£29.99	SPORTS SIM

JUNGLE STRIKE



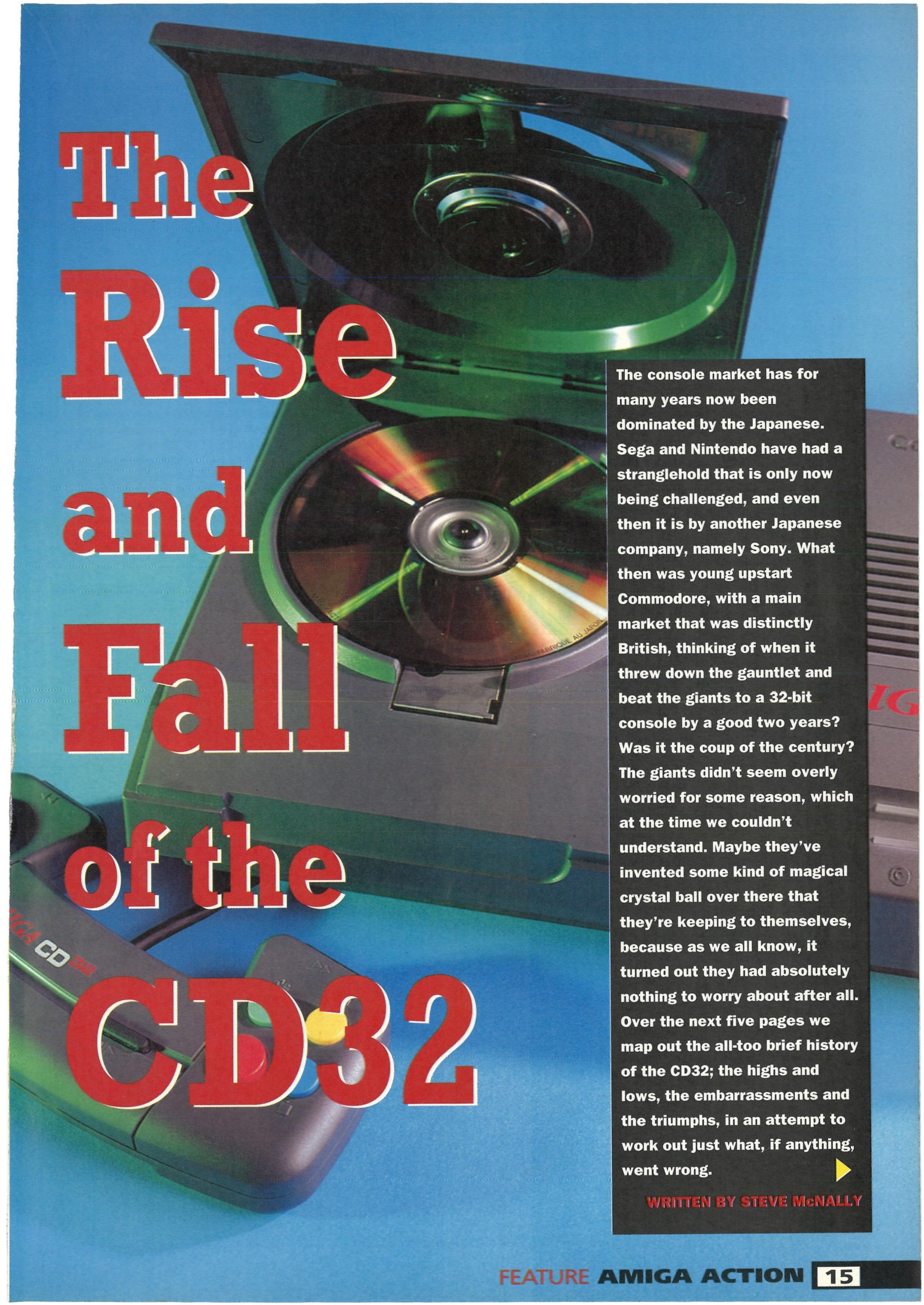
RISE OF THE ROBOTS



11	10	PGA EUROPEAN TOUR	OCEAN	£25.99	SPORTS SIM
12	9	JUNGLE STRIKE	OCEAN	£25.99	SHOOT'EM-UP
13	19	TACTICAL MANAGER	KOMPART	£29.99	SPORTS SIM
14	10	KICK OFF 3	ANCO	£29.99	SPORTS SIM
15	13	UFO: ENEMY UNKNOWN	MICROPROSE	£34.95	STRATEGY
16	15	RISE OF THE ROBOTS	MIRAGE	£42.99	BEAT'EM-UP
17	★	CRYSTAL DRAGON	BLACK LEGEND	£25.99	RPG
18	★	ZEEWOLF	BINARY ASYLUM	£29.99	SHOOT'EM-UP
19	★	BENEATH A STEEL SKY	VIRGIN	£29.99	ADVENTURE
20	★	BEAU JOLLY COMPILATION	VIRGIN	£34.99	COMPILATION

★ = RE-ENTRY

★ = NEW ENTRY



The Rise and Fall of the CD32

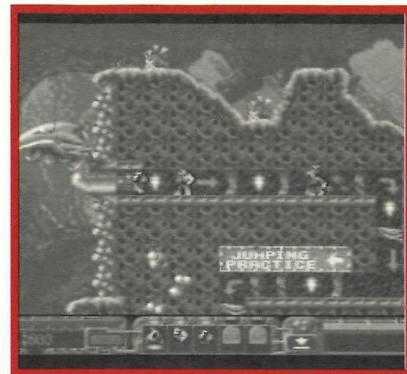
The console market has for many years now been dominated by the Japanese. Sega and Nintendo have had a stranglehold that is only now being challenged, and even then it is by another Japanese company, namely Sony. What then was young upstart Commodore, with a main market that was distinctly British, thinking of when it threw down the gauntlet and beat the giants to a 32-bit console by a good two years? Was it the coup of the century? The giants didn't seem overly worried for some reason, which at the time we couldn't understand. Maybe they've invented some kind of magical crystal ball over there that they're keeping to themselves, because as we all know, it turned out they had absolutely nothing to worry about after all. Over the next five pages we map out the all-too brief history of the CD32; the highs and lows, the embarrassments and the triumphs, in an attempt to work out just what, if anything, went wrong.

WRITTEN BY STEVE McNALLY

The Rise and Fall of the CD32

Can it really only be two years since rumours of Commodore's super console began to emerge? Two years since it appeared that Commodore had pulled the rug out from under the feet of Japanese giants Sega and Nintendo, whose own 32-bit machines were still at least a couple of years away. Well amazingly, it is, but for Amiga owners they turned out to be two of the longest, most turbulent years ever.

The computer world was stunned when Commodore announced it had developed, and had ready for production, a machine supposedly more powerful than anything gamers had experienced before – outside of the arcades at least. The machine specifications blew the mind of loyal Commodore owners. At last they had something to be proud of, something technically superior to the machines the console kids and PC owners were constantly able to brag about. Commodore was finally going to lead the world in its field, set the standard for others to follow, and fulfil the massive potential that we all knew it had. Except it didn't actually turn out that way.



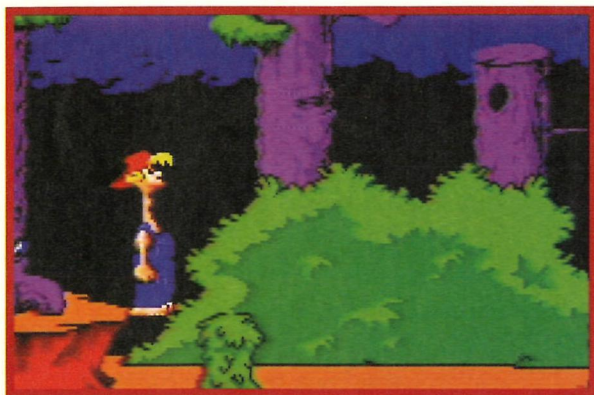
When Amiga Action got its hands on one of the new machines, we were filled with optimism. The future was bright thanks to the Commodore geniuses and their technological wizardry. We opened up the box and were greeted with a sight familiar to all regular readers of this magazine; the smooth contours and elegant design of the CD32. Or rather a plasticky looking box with corners sharp enough to do some serious damage if you were to accidentally slip and land on the thing.

This was the first negative aspect of the CD32, and unfortunately we discovered it as soon as we opened the box. However, this downer was quickly dismissed as the



Let's be honest, the CD32 hasn't exactly set the world on fire has it, and unless ESCOM pulls its finger out sharpish, we're not likely to see any massive upturn in the machine's fortunes in the near future. Shame really





But still we were optimistic. The software would save the day... We were all expecting arcade quality entertainment of a level not yet seen, graphics and sound beyond our wildest dreams and gameplay good enough to make our jaws drop



power and capability of the CD32 had obviously been paramount, and the looks had been rushed in order to bring us gaming delights as quickly as possible. Just like Commodore, always putting the consumer first!

After the machine was set up we discovered another problem. Not only had the casing for the parts been rushed, the control pad was, well, awful. An ungainly, rickety looking thing with a distinctly wobbly directional controller that left you convinced you had little or no control over the on-screen action. This negative feeling was in danger of becoming habit forming.

But still we were optimistic. The software would save the day. Bundled with the machine were Diggers (a puzzle game),

Oscar (a platformer), and Dangerous Streets (a console-busting beat'em-up). We were all expecting

arcade quality entertainment of a level not yet seen, graphics and sound beyond our wildest dreams, and gameplay good enough to make our jaws drop. What we got was a sub-standard platform game that was nothing more than Trolls on the standard Amiga with a new main character, an alright puzzle game that didn't exactly set the world on fire, and an

appalling beat'em-up that was, quite frankly, embarrassing.

All in all the CD32 launch had been a disaster through and through, but despite all this, machine sales were healthy – right up to the moment they disappeared from the shops.

Wot no games

Following the launch there was hardly a glut of games arriving on the market. The hurried nature of the development, production and retail of the machine meant that not only were the consumers caught cold, the software houses were too. They were given very little time to produce quality games for the CD32, and as a result, products were a little thin on the ground. Those that were available were usually little more than exact copies of their disk-based counterparts.

Pinball Fantasies, one such example, was arguably one of the high points of CD32 history. Available shortly after the machine's launch, this game is the most played CD in our office by a mile. Its sheer playability suited the machine perfectly, and it remains to this day one of the few games that is actually improved by the shoddy CD32 control pad.

The next couple of months saw a serious up-turn in the fortunes of the console. First came Sleepwalker. Gameplay-wise this was nothing more than a straight port from the disk version, but it was the music that really showed what the machine could do. At last things were starting to look promising again. Our wild

promises to our readers looked as though they might turn out not to be vicious lies after all. The machine was powerful. It could handle things that the standard Amiga couldn't. Then Mindscape hit us with the big one.

Liberation was the first game designed specifically for the CD32, and it shone brighter than the purple nose of a ruddy-faced Irishman who's spent his entire life knocking back far too many pints of Guinness, kissing the Blarney stone and misguidedly singing the praises of St. Jack and the Republic of Ireland 'football team'. Yes, Liberation stuck out like a sore thumb in the middle of a field of... er... unsore thumbs. We weren't quite sure how to play it properly, but its subtle blend of action, strategy and role play was good enough to ensure it was the first CD32 game to deserve its 90+ per cent and an Accolade. (Being overly enthusiastic about new technology is our excuse for the Diggers mark, and we're sticking by it.)

Pamela Anderson

Then came Microcosm courtesy of Psygnosis. Looking back it's easy to see now that had this been available at the time of the machine's launch, things might be a whole lot different now.

You see the thing is, and anybody who's played it will testify to this, the game has got a serious case of the Pamela Anderson's (looks great but has absolutely nothing else going for it). You may feel that this negates my previous point, but bear with me for a moment and I will expand (as

The Rise and Fall of the CD32

indeed will Pamela's chest most probably. Again.) We all know Pamela Anderson has little or no talent for the job she does (acting), and therefore her place of work (in this case, popular lifeguarding 'drama' Baywatch), should suffer as a result. But does it? What do you reckon? Have a wander round the streets at tea-time on a Saturday, and see if you notice any difference in the numbers of young lads 'about town'. It's a safe bet that there will be significantly less than usual (and any that you do see have probably set their videos to provide themselves with a little 'late night entertainment').

Microcosm worked in a similar way for the CD32. Here was a game that was stunning to look at, even if it was a little John Major-like in the personality and charm departments, and that was enough to draw the crowds in.

Microcosm soared to the top of the charts almost instantly and stayed there for a long time. All around the country people were inviting envious console-owning friends to look at the latest game on the first of the super consoles. This undoubtedly boosted sales of the machine. David Pleasance's dream was becoming a reality. The CD32 was a success.

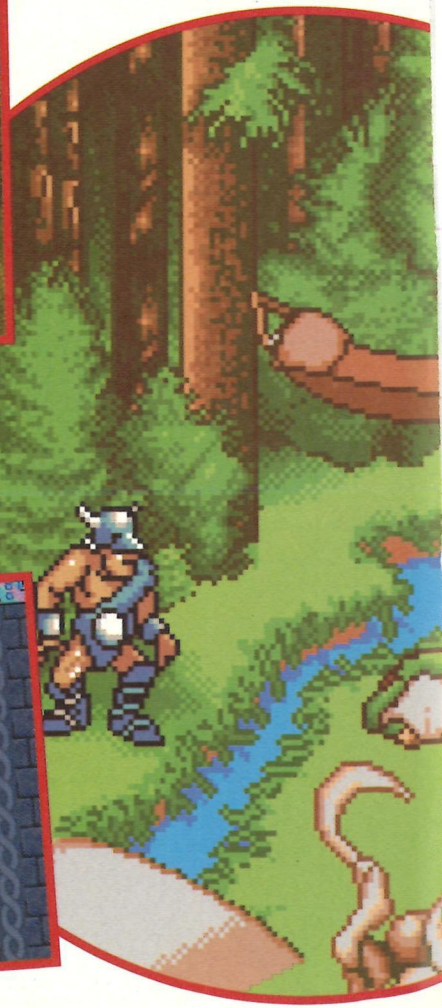
Unfortunately there then followed an extended period when quality took a bit of a nose dive and everyone seemed to be trying to cash in on the success the machine was enjoying. Endless straight ports began to appear, all identical to the disk versions

(some of which had been around for over a year), and all with absolutely no improvement whatsoever. Zool, Nigel Mansell's World Championship, Wing Commander, Seek & Destroy, Morph. The list goes on and on, and with hindsight this could well have been the moment when Commodore's fortunes went to the airport and bought a one-way ticket to Oblivionsville.

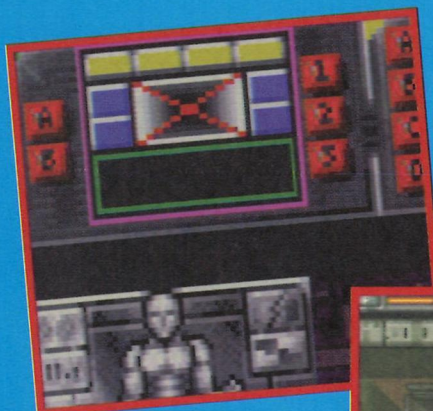
Fight to the death

The CD32 was like a boxer that had lost its nerve. Like Frank Bruno when he fought Mike Tyson, the console had hurt its opponents and stunned them, but when the attack needed to be followed with a swift, decisive combination to the head, it simply backed off and stood and watched while the significantly superior opponents cleared their heads and went on to deliver the killer blows not long after.

We needed more Liberations, not ports of Body Blows (albeit with a few extra characters), Bubba 'n' Stix and Nick Faldo's Golf. These were all good games in their day, but the fact remains they were Amiga games, and the CD32 was supposed to represent a significant technological step forward, not just an A500 with no disk swapping. When you consider that a compact disk holds around 650 megabytes of data, it's disgraceful that games such as Disposable Hero, which originally came (if memory serves), on two Amiga disks (an Amiga disk holds around 750k), were



FINEST FIVE



The top CD32 title: Liberation

- 1 *Liberation*
- 2 *Gunship 2000*
- 3 *Wembley I. S.*
- 4 *Tower Assault*
- 5 *Litil Divil*



Number 3: Wembley International Soccer



Tower Assault - in at number 4

virtually ported straight on to the CD32. This means that there was a staggering 600 megabytes of space left free on the CD just waiting to be used up.

The machine was being used by the software companies as a way to make some quick money.

Just bang an old game on a CD and knock it out quickly so that all the mugs desperate for something new to play on their shiny new machine will buy it. And credit to the money men at these companies, they achieved their objective. I'm sure a lot of

companies that have dumped the Amiga and CD32 over the last year and a half or so to develop for the newer, more powerful machines, were helped on their way by a swift injection of cash provided by a few, virtually-free-to-produce CD32 versions of old games. After all, those Silicon Graphics development machines aren't cheap now are they? The money had to come from somewhere.

Doing some damage

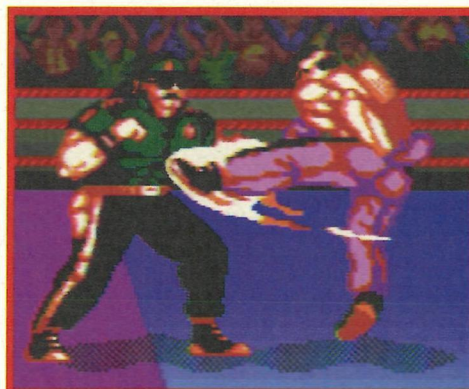
I know this suggests a mercenary attitude on behalf of the companies concerned, and I doubt whether any of them could have foreseen the crisis that was about to befall Commodore. But whatever the reasoning, constantly releasing these products was wrong, and did untold damage.

Gunship 2000 on the other hand was another story. MicroProse took the A1200 version and totally overhauled it for its CD release, and in doing so provided one of the most memorable CD32 moments. This version was arguably even better than the PC one, and literally wiped the floor with

the A1200 edition. Gunship 2000 became a 'must have' product that adapted itself to the CD32 beautifully. Even the control pad had its finest hour, making the Gunship surprisingly easy to fly, and ensuring the player didn't have to constantly rely on the keyboard.

By this time we'd seen what the machine was capable of, and that made the endless ports all the more difficult to deal with. Review scores began to plummet, and now the initial wave of enthusiasm had subsided, tolerance levels began to fall with them. Along came The Chaos Engine, Brutal Sports Football, Naughty Ones, Ryder Cup Golf, Total Carnage, Chuck Rock II. The list is virtually endless, and all these titles fell a long way short of expectations (although I must commend Core on the excellent Chuck Rock II intro).

Along the way Commodore had got into a spot of trouble (we all know about that one), and all hope seemed to slip away virtually unnoticed. The CD32 never got to be the world force we had hoped, and we grimly accepted that standards were not



FAULTY FIVE



1 Dangerous Streets

2 Dragonstone

3 Wing Commander

4 Ryder Cup

5 Beavers

We were told the machine would be overhauled... giving it power alongside the PlayStation, Saturn and Ultra 64

going to suddenly soar.

There were bright moments amid the gloom however. MicroProse released Impossible Mission 2025, including a perfect recreation of the original Spectrum classic; Gametek did an excellent job of converting Frontier; Banshee was hailed by many as the

shoot'em-up of the year; and Cannon Fodder was beefed up by an allegedly superb Full Motion Video intro sequence.

I say 'allegedly' because we never got the chance to see it. We tried for months to get hold of an FMV

cartridge, but because we didn't try the instant the thing hit the shops, we met a rather large brick wall. None were available, and Commodore was in no state to start mass-producing add-on peripherals, as it had by this time unfortunately gone into liquidation.

For me, this was the biggest disappointment during the CD32's short spell in the limelight. The machine's FMV capability was pushed heavily at its launch, and I'm sure a lot of people's buying decisions were swayed by it. I can just picture the 'clued-up' assistant in Dixons telling little Billy's dad that Video CD was going to be the next big thing, and that the CD32 was the ideal multi-media option for the whole family.

As far as Amiga Action goes it put an end to our planned film reviews section, and I don't mind telling you that we were bloody annoyed. And not just because it meant we couldn't spend the entire afternoon watching Star Trek VI or Fatal Attraction with a legitimate reason either (hence the Get a life! section I suppose).

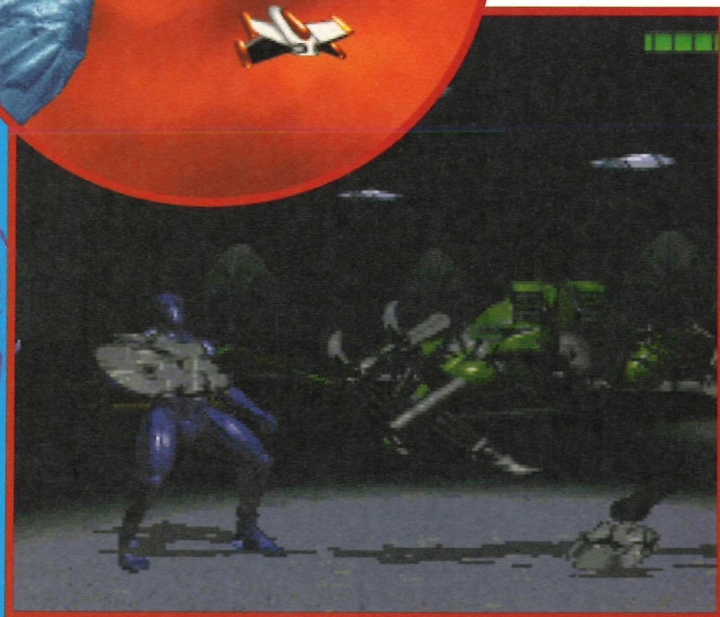
More recently we have been graced with the excellent Tower Assault from the ever-reliable Team 17; Grandslam's Mario Kart'em-up, Bump 'n Burn; Theme Park, Super Skidmarks and a number of other, well, not exactly classics, but in relation to the competition, damn near to it.

But you can't help feeling that it's all a little too late. Rumours abound that Escom is planning to re-release the CD32 at a bargain basement price, but what we would much rather see is what was talked about when the whole buy-out thing actually went through.

We were told that the machine would be overhauled and relaunched in the form that it should have taken in the first place, giving it the power to sit proudly alongside the PlayStations, Saturns and Ultra 64s of this world. This is the only way the machine can succeed, and we feel the only way it can realistically appear in the shops again.

I haven't got a clue whether the CD32 story is going to end here or not, but whatever happens, it should act as a good barometer for the future of the Amiga as a whole and what intentions Escom actually has for our beloved machine.

Who knows, maybe the Japanese are the only ones who can make a successful console games machine. Perhaps we should just leave them to it... **A**



Action reviews ▶

Three reviews. That's it. That's is officially all we can muster in this, the bleakest month in the Amiga's history! Sorry!



Every game in Amiga Action is given the mark we feel it deserves.

Computer games are entertainment, and we mark all of the games largely on the enjoyment factor they are likely to provide. Sound, graphics, originality and gameplay are all scrutinised by us, your friendly know it alls. Price rarely enters into the equation, although a particularly expensive game (or the opposite) may be looked



upon in a slightly different light. Basically, it all equates to value for money. A picture of the hardware the game is created for is shown on every review, and unless it is an enhanced or specific version, the machine will be an A600 (which also covers the A500).

We know you aren't daft (most of you) and leave you to interpret the mark for yourself. If the game plays significantly differently on another Amiga machine, we'll tell you in a



differences box, and if it doesn't we'll save ourselves the trouble and not bother. Make sense?

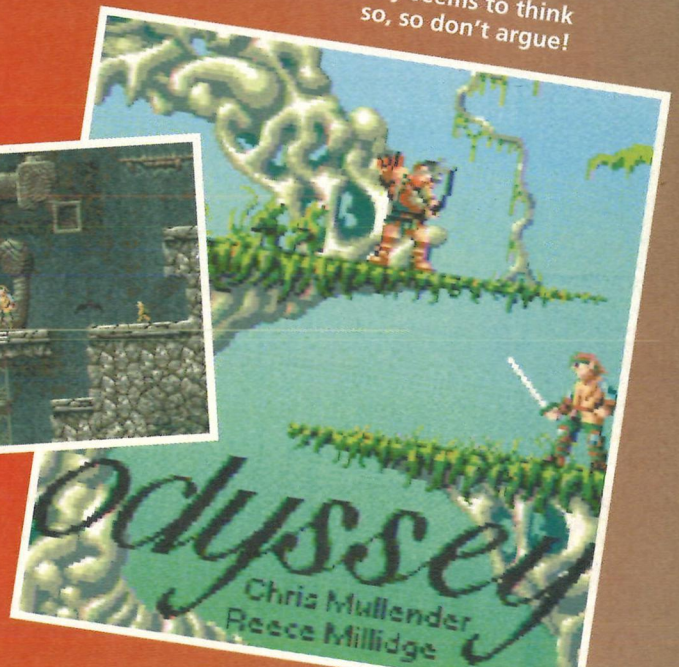
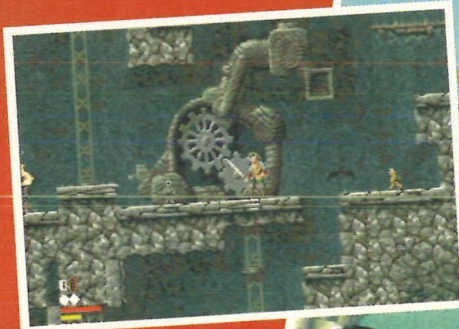


Alien Breed 3D p22

Team 17 provides a glimpse of light through the gloom with the best Doom'em-up yet seen!

Odyssey p28

Is this the game Flashback fans have been waiting for? Andy seems to think so, so don't argue!



Club & Country p26

Well, at least there are still some footy management games around for us to review. Not one of the best, but can we afford to be choosy anymore?



Plus...

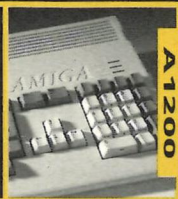
Many more fantastic Games. Really! p199



Er, here's Breed 3D again. Sorry about the lack of variety here, but we'd be lying if we said there were hundreds of reviews

ACTION REVIEW

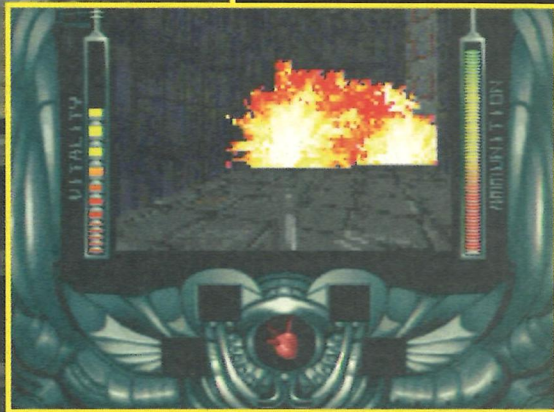
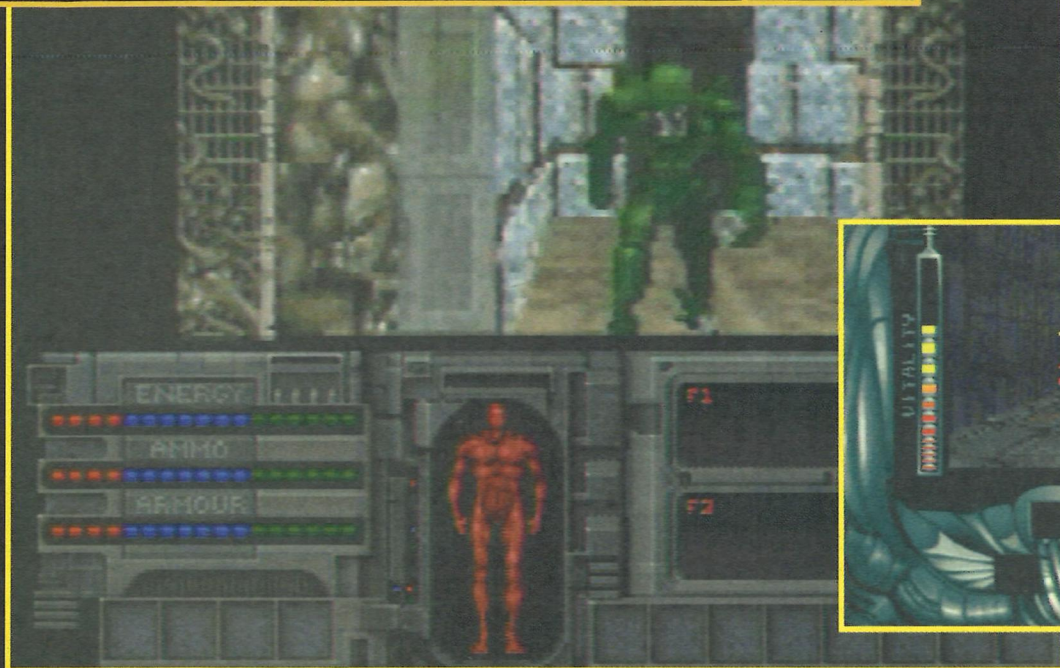
SHOOT'EM-UP



A1200

Left: One of those darned pesky aliens runs towards you with all its might. You'd best be quick on the draw or you're in big trouble

Below: The after effects of blasting an oil drum can be pretty devastating. Looks like we're frying tonight!



Alien Breed

The Gloom fallout has just about settled, and now Team 17 is ready to unleash its long-awaited and lethal answer to Acid Software's finest moment. **ANDY SHARP takes a closer look...**

How could the producers of Doom know what they were going to do to the world of gaming? How could anybody for that matter? Taking what seemed to be the most basic of ideas, giving the player a 3D perspective and some serious firepower, they managed to produce one of the most talked about games ever.

It had everything in terms of addictive gameplay, graphics and most importantly blood and guts. This factor alone made most people sit up and take note. There's no use denying it, gore was the overriding theme and people loved it.



However, Doom was conceived for the PC, and the Amiga had some catching up to do. There have been several 3D first-person-perspective shoot'em-ups over the past few months. Some inevitably have been pretty dire, but last month saw the release of Acid's Gloom. Judging Gloom against the rather unconvincing Behind The Iron Gate and the yet to be released Angst, as well as numerous PD efforts, it has to be said that Gloom stands at the top of the pile. That is until now.

The previous Alien Breed games were viewed from above (if you know nothing of them), and were universally acclaimed. They've all been successful in every sense of the word, incorporating as they did a combination of impressive graphics and addictive gameplay. Alien Breed '92 for example set new chart records by remaining number one for a staggering 33 weeks, a feat never since matched.

Breed 3D is a departure from the previous outings so it bears little resemblance apart from the futuristic settings. The aliens are more varied in this latest effort and some will take more damage than others before finally succumbing to your firepower.



If you don't fancy using the keyboard controls you're given, you can redefine them at any time you like. Just thought it was best mentioned, seeing as I forgot to say anything in the review



3D

Although Breed 3D was to be developed for the PC, after Doom the whole thing seemed to be a futile project, so Team 17 looked at other machines. And here it is, rearing its head on the Amiga. It seems the logical step, as the Alien Breed name is big business as far as the Amiga is concerned.

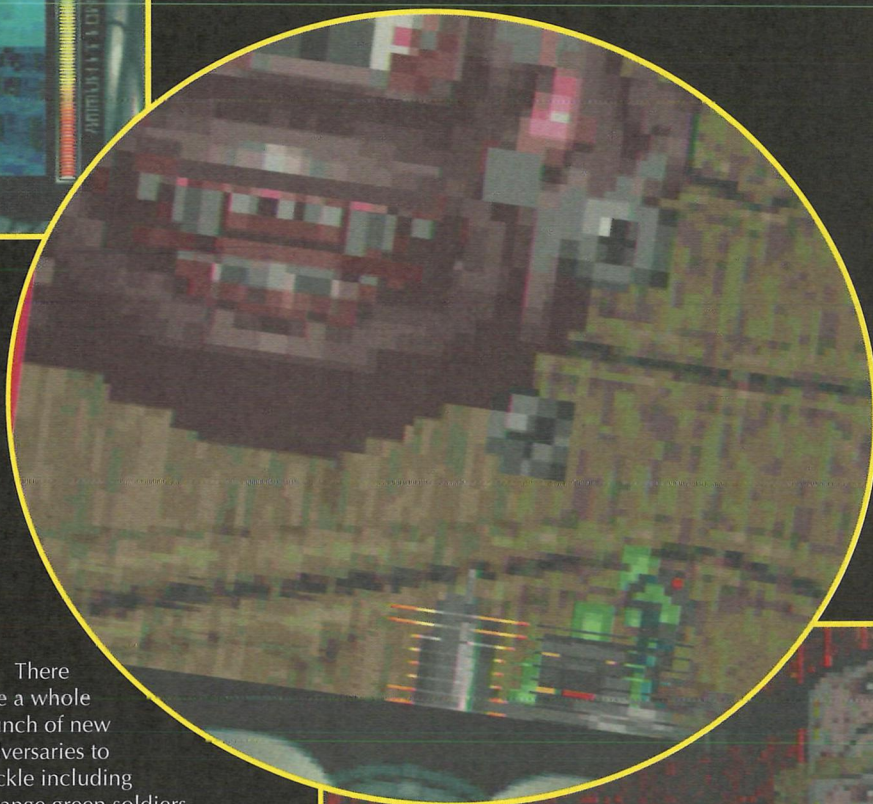
Team 17 has been tuning its latest outing up for a couple of months now, and has come up with one of the best games of the year. Looking even more like Doom than even Gloom managed, it's got more twists and turns than a tangle of wires.

The main difference in Breed 3D is that it plays on several different levels – stairs and lifts were seriously lacking in Gloom. Here, however, there are staircases, lifts, underwater sections and a few puzzle elements too. The game also features transporters which will whisk you off to another part of a level. Not bad at all. Who said Doom couldn't be done on a mere Amiga?

The first level gives you time to get used to the controls, which can be either keyboard or joystick. (The joystick option was ditched due to the number of buttons you need to use to play successfully.) After all, fumbling around the keyboard whilst attempting to blow enemies away can only lead to disaster.

There are a whole bunch of new adversaries to tackle including strange green soldiers, floating pods with an incredibly reliable aim, and some purple mercenaries who are heavily armoured. On top of this you'll come across some four-legged red critters which move at a fair pace and, if in a pack, can inflict some terrible damage.

In all there are 16 levels crammed with danger and mayhem. To help the player in his quest for survival, there are eight different weapons to collect, ranging from your standard shotgun to a grenade launcher. Your weapons can be changed at any stage so you have to decide how best to equip yourself for the job. A grenade launcher is a





powerful ally, but if one goes off near you, you're in for some serious shrapnel injuries. You're only human after all.

Extra weapons can be found and picked up as you progress through any stage. The good thing is that the weapons are situated on just about every level, so if you miss out on the first occasion, you have the chance to collect later on.

To progress through some stages it is essential to locate and collect the different coloured keys which are dotted around. These can only be used on the correspondingly coloured doors and are of paramount importance.

It's best to remember that these levels will involve plenty of exploration. Some will

involve you ducking underwater to find extra ammo, weapons or secret passageways. To counter this you have access to a map option which comes in very handy – you tend to get a little disorientated in the labyrinths.

Due to the complex graphics and confusingly complicated levels, Breed 3D will only run on an A1200 or above. The general scrolling is a little jerky, but if you are the owner of an accelerator, it moves as smoothly as they come, thereby enhancing the overall enjoyment considerably.

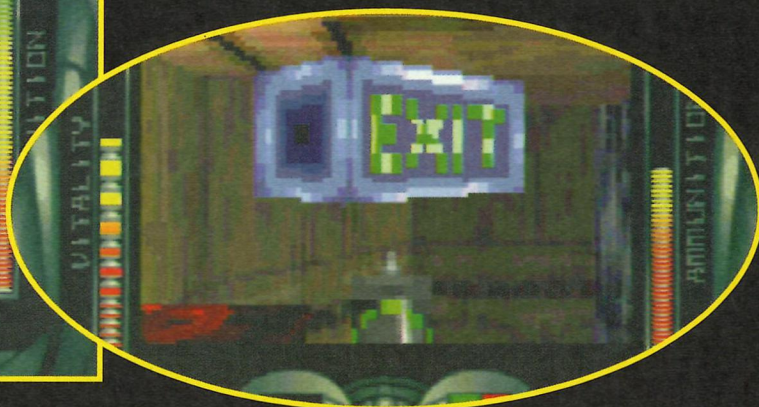
Graphically it has everything. No stone has been left unturned. Whereas Gloom has quite blocky graphics, Breed 3D manages to keep the whole area looking as realistic as

possible. The aliens are animated quite well, and the playing area itself is complete in every detail, right down to flashing lights in the corridors and a ripple effect on the water. In fact it's so good, that when you're underwater, even the excellent sound effects become muffled.

The options basically boil down to which method of control you wish to use, and whether you have the facilities to link machines. A two-player game which can be either against each other or teaming up against the aliens is also available. The playing area itself can be changed to a full screen experience, but if you're looking for more than this then you're likely to be disappointed.

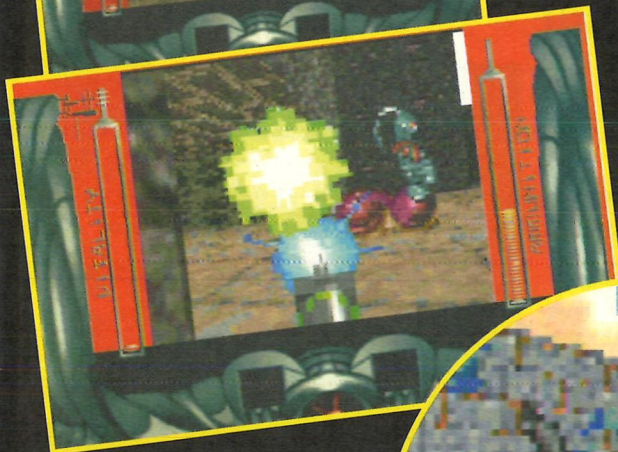


Left: The 3D effect looks pretty impressive don't you think? It's no 3D Monster Maze
Below: Finally! This exit took an age to find

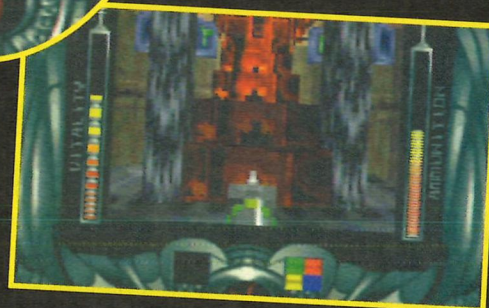




Above: The grenade launcher and a whole load of useful ammo to do with as you will



The surrounding scenes are all from varying levels and show some of the many enemies you will undoubtedly encounter. It's no simple task to nail the blighter in the shot directly to the right



In this respect Gloom has more options, but this is more to improve how it scrolls and plays on different Amigas than anything else.

Team 17 decided that it wasn't really plausible to incorporate a two-player split-screen game because it would inevitably spoil the overall effect. Therefore we have the link-up which works just as well, if not better, than a split-screen option.

The sound effects are surprisingly varied for this kind of game, and include the screams of agony as the aliens are dismembered by your (usually) over zealous string of bullets, grenades, lasers or whatever. Other effects include doors opening, different weapon sounds and differing sounds as you walk across different types of floor.

Unlike Gloom, you start with only one life to do with as you will. Your whole game revolves around one person, which in my mind makes things a whole lot more challenging and realistic. There's none of this count to 50 and then you come alive again business like you had to put up with when you were a kid playing "army" with your mates. There are none of those embarrassing "U-hu-hu-hu-hu-hu-hu," machine gun sounds that you used to insist on making either.

To assist you on your quest there are several items which you can pick up at any

point of the proceedings. Energy, in the age old form of a first aid box, weapons in the form of erm, guns and ammo, as well as batteries to power-up some of the laser weapons are all in plentiful supply

The reason that Breed 3D will undoubtedly be the one to beat on the Amiga is that the number of disks has been kept to a minimum; five to be precise. It can also be installed on a hard drive, an option which will no doubt be very popular indeed. What more could one possibly want?

Although this is nowhere near as gory as Doom or indeed Gloom, there are still more than a few drops of blood flying around the place during battle, so any serious fans of gore and gibbs won't be disappointed.



THE LOW-DOWN

PUBLISHER Team 17

CONTACT 01924 267776

HD INSTALLABLE Yes

PRICE £25.99

GRAPHICS	93%
SOUND	90%
PLAYABILITY	89%
DIFFICULTY	Tricky

I honestly believed Gloom was the ultimate. I really did. That was only a few weeks ago, but now my opinion has changed completely. Alien Breed 3D is simply stunning, and although it doesn't run quite as smoothly on a normal A1200 as Gloom, the accelerator (if you happen to have one) makes up for this, and the two-player link is second to none. It's got exactly what any Doom fan who owns an Amiga could want, and just goes to show that the Amiga can still drum up the odd surprise from time to time. And what's more, it isn't a football management game!

REVIEWED BY ANDY

SECOND OPINION

I love Doom clones, they're the best. In fact I just love anything with guns in it, because you can't beat the feeling you get when you've got a real gun in your hands. And never let it be said that I'm likely to go on the rampage with a shotgun killing dozens of innocent people...

REVIEWED BY A LOSER

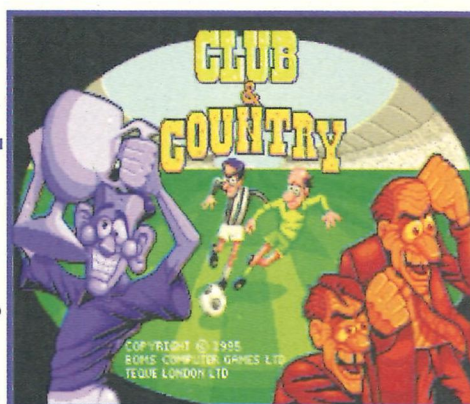
OVERALL SCORE

91%

STEVE McNALLY joins the managerial merry-go-round and stops off at a relegation candidate

Having said that, the financial side of club management in C&C is nowhere near as complex and detailed as that of USM.

You are required to set the ticket prices for each stand, add new seats, and carry out other such menial tasks, but nothing too heavy. But unfortunately, even this put me off from the beginning, and my opinion didn't alter much afterwards either.



There's a real cartoony feel to C&C's graphics. Shame about the rest of the game

Check out the graphics in the results section. They're totally amazing!

ATTENDANCE	3000	PREMIER	
CHIEFSE		0	0
CHIEFSE	94	0	0
ATTENDANCE	3769	ROVISON	0
CHIEFSE		0	0
CHIEFSE	74	0	0
ATTENDANCE	3000	PREMIER	
CHIEFSE		0	0
CHIEFSE	66	0	0
ATTENDANCE	7889	ROVISON	0
CHIEFSE		0	0
CHIEFSE	17	0	0
ATTENDANCE	3000	PREMIER	



Team selection is all important. Get the balance right and success will be forthcoming



Never let Leisure Soft be accused of stereotyping. Here we see a secretary and a builder

The programmers have gone for a comedy graphical style, and this actually works quite well. Each character on the club staff is represented by a suitably humorous illustration; the builder is a bit of a muscleman, the secretary a bimbo. You get the picture, stereotype city, but it serves to give the game a light-hearted feel. Sadly though the spirit of the in-game graphics (of which there are far too few if you ask me), are definitely not in keeping with the rest of the game, which, as it should be, is a fairly serious business.

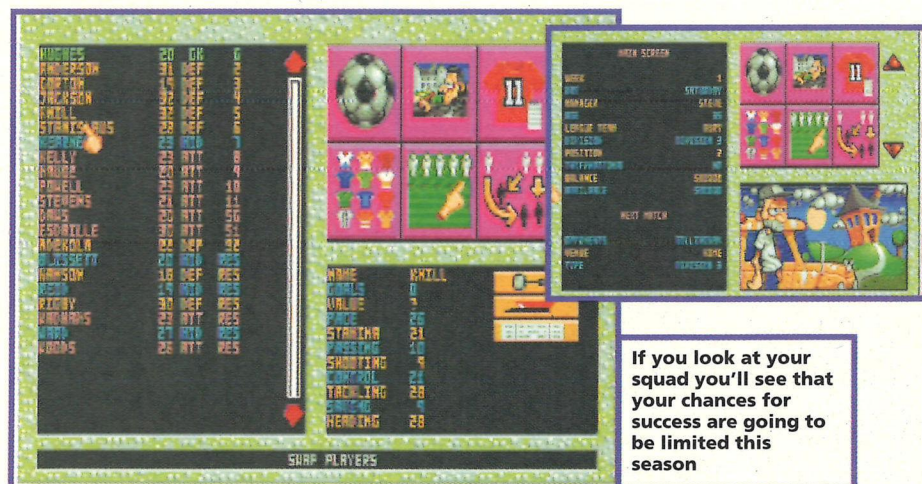
The game is a pseudo sequel to Club Football – The Manager (rated 58% in AA 64). According to BOMS Computer Games, there were so many requests for a sequel that it decided to provide the gamesplaying public with a stunning follow-up. Reading through the hundreds of thoughts sent in by avid Club Football players, the best ideas were selected with the intention of making the best football management game ever.

Now I never really played Club Football that much, so it's difficult for me to assess whether there are any major differences, but I

must admit from the little I did see of the original, that the upgrades certainly aren't Earth shattering.

When I was playing the game I got the distinct feeling that for some reason I wasn't fully in control of what was happening, and I can't quite put my finger on why. Perhaps it's because the actual match sequence does very little to promote interaction. The animated sequences have been removed (a bonus I'm told by other members of the team), and replaced by a static display of team formations and a line of text that acts as a commentary on the simulated action. Now it could have been my eyes, but I found the comments very difficult to read, and the only way I could keep track of the game was by watching the score.

On paper it only sounds like a small point, but it really did spoil my enjoyment. Apart from that it's got all the features you'd expect from a comprehensive footy management game. But, on reflection, I'm not really inclined to give it a much bigger score than the previous effort received. An improvement, but not a great one. **A**



If you look at your squad you'll see that your chances for success are going to be limited this season

THE LOW-DOWN

PUBLISHER Leisure Soft
CONTACT 01604 768711
HD INSTALLABLE No
PRICE £29.99

GRAPHICS	81%
SOUND	N/A
PLAYABILITY	69%
DIFFICULTY	Tricky

I really wanted to like this, and although the colourful, comical graphics endeared me to it initially, that feeling soon wore off. I've been scrabbling around for a Championship Manager replacement for a few months now, but it soon became obvious that this wasn't going to be it. I didn't feel drawn into the game as I should have done and obviously this went some way towards spoiling it for me. It doesn't seem to be as bad as Club Football was, but it's certainly no classic. Roll on Championship Manager 2.

REVIEWED BY STEVE

SECOND OPINION

This was called The Game when we previewed it, wasn't it? Or was that something else? Anyway, suffice to say that with so many excellent games of this type around just now, Club & Country is far from a compulsory purchase.

OPINION BY PAUL

OVERALL SCORE

67%

ACTION REVIEW

PLATFORM



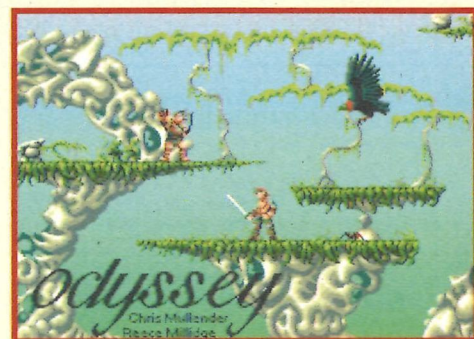
A1200



Odyssey

Odyssey could well become one of the platform genre's finest.

ANDY SHARP grabs his trusty sword and sets out on a one-way trip to this weird and wonderful place



Audiogenic has taken a break from its sporting releases such as Graham Gooch and all of its spin-offs and ventured into a magical and mysterious new world. *Odyssey* is certainly more than a little mystic, with the action taking place over seven islands, each of which varies wildly in size and weirdness from the others. Throughout these islands you'll find numerous tasks to be performed, including opening locked doors, collecting special powers, and destroying any enemies who happen to stray into your path.

Initially your character will only have access to the three main islands – Equus, Epeira and Buteo. These are filled with numerous magical powers which, once collected, are yours to use at your will. That is if you're in the correct circle of influence for the creature which the power specifically relates to. All creature identities can be obtained by collecting a crystal which is contained somewhere on each island. Your special characters range from a cricket to a boulder to a tiger. Each will need to be used at some stage, some more than others.

Access to the physical abilities of a creature can be gained by using a key between F1 and F10, depending on which

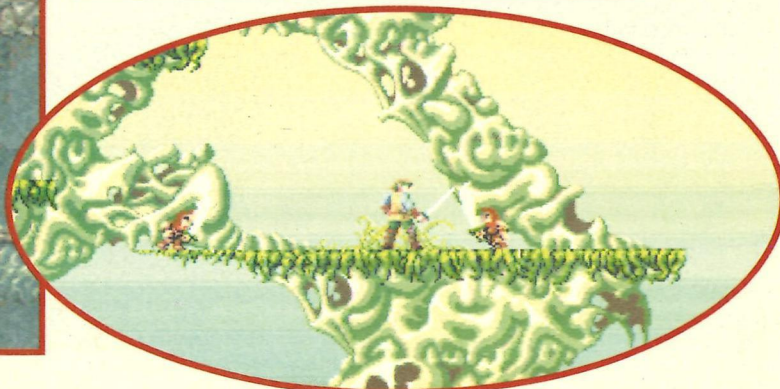
qualities of the animals, minerals and vegetables you wish to display. At this point a neat morphing animation appears on-screen, allowing you to see the changing process in all its glory.

All the islands have unlit crystals situated on them. These light up if you come into contact with them and act as your continue point for that island. There is also a save game option which can be accessed when you are in your puny rowing boat at the beginning of the stage.

A simple pull down on the joystick brings up the main game screen containing a map of the islands and the load/save game options. A shadowy finger pointer is a nice

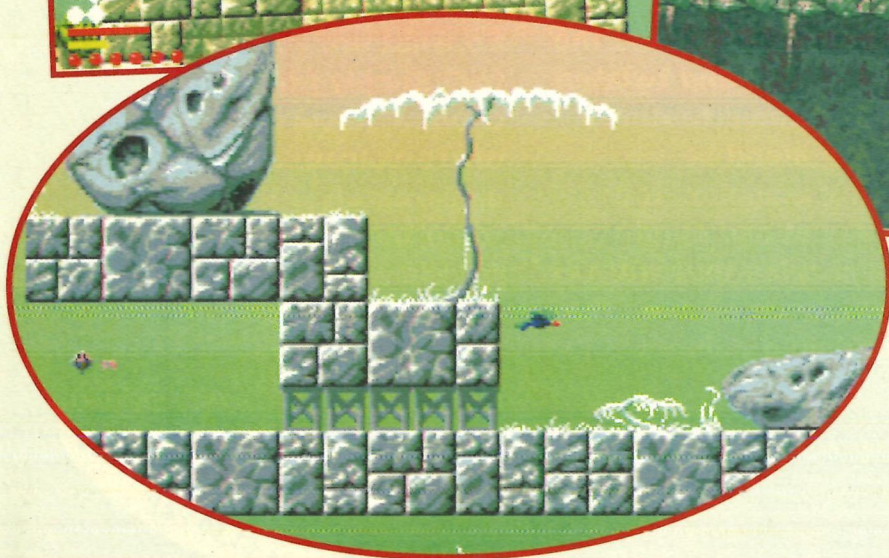
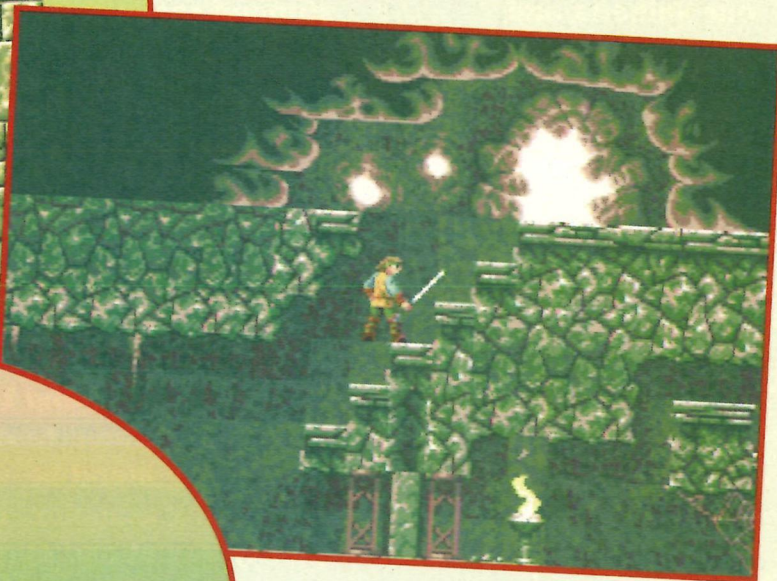


Left: This section is particularly difficult. If you stand on any of the switches on the floor, dozens of arrows are fired from a secret zone above





Below: The caves are full of dangerous creatures and spooky er, things
Left: Stand outside the caves and you'll avoid dangerous creatures and spooky er, things



touch on the menu screen and works well with the rest of the game.

Graphically, Odyssey doesn't move any mountains, but it does look much more impressive than most other current releases. It's nice to see a platform game (for in actual fact this is exactly what we have here) which incorporates the need for some nimble finger skills and a little food for thought in the form of some perplexing puzzles. Switches will need to be activated or deactivated, and doors will need opening using the corresponding key, which in turn could be a nightmare to find. Due to its depth and involvement, Odyssey makes a welcome change from the plethora of cute and colourful platformers we're used to.

The sound effects are varied and change for the differing scenes involved. Echoing footsteps for the caves are here, as are the sounds of your sword hitting stone as you attack the rock monsters. The sounds also vary as you attack a large boulder or a smaller stone. A neat little touch proving that no stone (ahem) has been left unturned.

Attention has been paid to even the tiniest of details, and at this stage Odyssey looks like it could be a bigger hit than Audiogenic's own Exile, which the programmers used as their inspiration for this particular outing.

Once you've ploughed through the two groups of three islands, you will have to row your trusty little boat over the oceans to the

King's castle to rescue the wizard from the evil king. Okay, so the game's storyline is by no means a new concept, but let's face it, who's that bothered about storylines?

Odyssey is a breath of fresh air as far as platformers are concerned. There are no cute and cuddly animals who live in the Fluffy Forest to contend with, and that has got to be seen as a major point in the game's favour. Whatever you do, don't miss it. **A**



THE LOW-DOWN

PUBLISHER Audiogenic

CONTACT 0181 861 1166

HD INSTALLABLE No

PRICE £25.99

GRAPHICS	89%
SOUND	87%
PLAYABILITY	91%
DIFFICULTY	Very Hard

Odyssey has come out of the blue from a software house better known for sports sims such as Gooch and Wembley Soccer. Although this is something of a departure for them it's still a quality release. There are a couple of annoying locations that seem to take forever to suss out and get past, but apart from this, it's better than you'd expect. Add to this the tough puzzle sections, and any gamer who fancies themselves as being particularly excellent at platformers will find Odyssey something of a challenge. A surprisingly strong platform release.

REVIEWED BY ANDY

SECOND OPINION

Okay, so it looks rubbish, but in this case looks are most definitely deceiving! Odyssey is totally enthralling and once it gets hold of you you'll stay with it for ages. Audiogenic has a knack of producing some of the best games around, and this is no exception.

OPINION BY STEVE

OVERALL SCORE

89%

Exclusive Timekeepers OFFER

Following on from the phenomenal success of our Valhalla and Valhalla: Before the War offers, we felt we just had to tie up Vulcan's latest release, Timekeepers, in a similar fashion.

If you're a puzzle games fan then Timekeepers is an essential purchase. Not only

is it extremely addictive and great fun to play, it's priced at a mere £12.99 to boot.

In fact we'd be amazed if you haven't already stopped reading and rushed off to get your chequebook. Timekeepers follows the exploits of an elite special force of police officers of the future. These custodians of the law have been charged with the task of saving the world from the hands of an evil and twisted genius. The game features an exciting blend of interesting graphics, top quality sound and mind-bending puzzles that will tax the intelligence of even the most hardened gamers.



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SUBVERSION

Publisher Guildhall

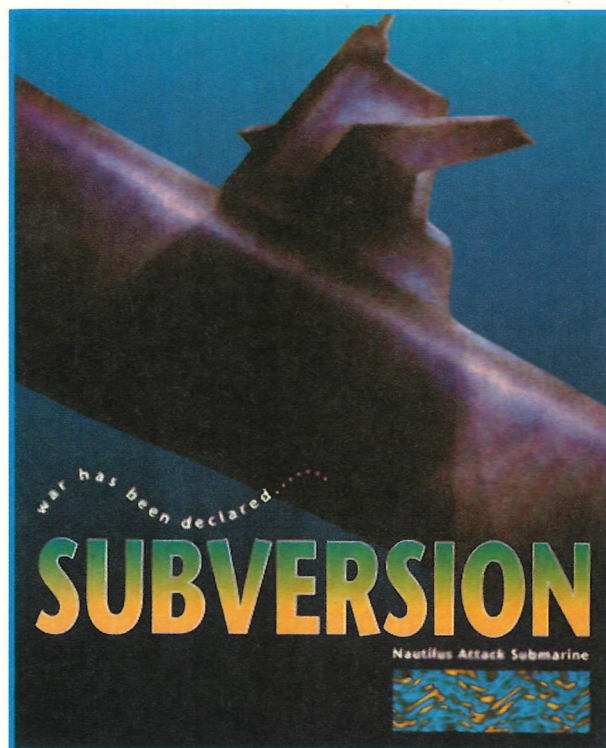
Price £9.99

You know when there are no screenshots on the box that the game you are about to play is not exactly going to be a graphical feast, and in Subversion's case this principle is most definitely adhered to.

Like the other recent CDS/Guildhall strategy release, Bravo Romeo Delta (reviewed below), Subversion relies heavily on strategy and tactics as opposed to flashy graphics, and is aimed at a very specific area of the market – wargame fanatics.

As Commander of the attack submarine Nautilus, your mission is to engage any and all enemy vessels within your vicinity and obliterate them. The game calls upon you to chase down and sink destroyers with either torpedoes or a nuclear tipped missile, destroy enemy submarines as they close in on you for the kill, and dodge deadly mines being careful not to snag watery grave-inducing cables.

Subversion is definitely challenging. There are 10 levels of play, and, according to the programmers, over 300,000 combinations of gameplay. It might not be much to look at, but for a tenner you can't knock the amount of enjoyment it'll provide you with.



Reviewed by
Steve

SCORE 70%

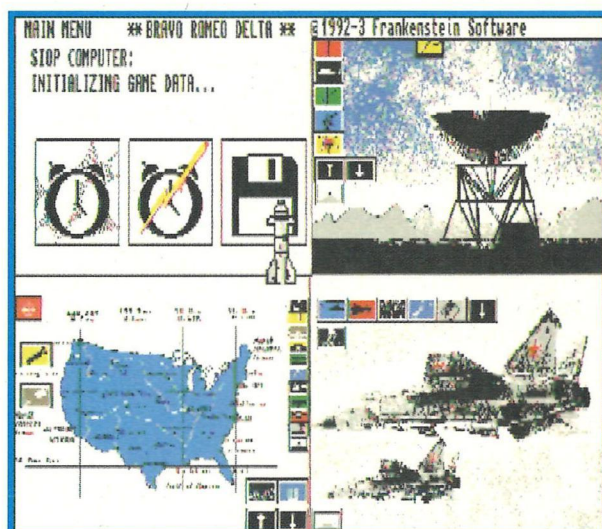
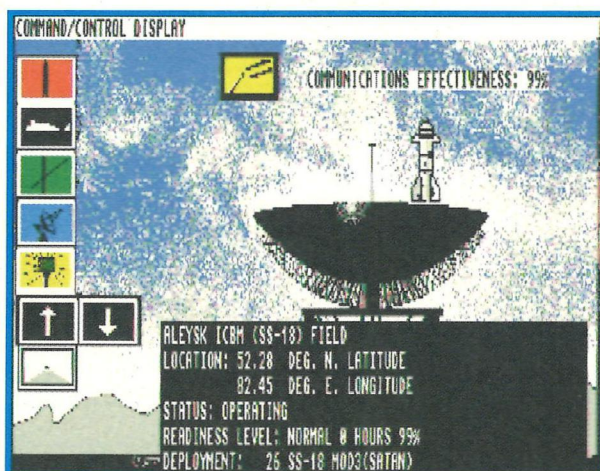
BRAVO ROMEO DELTA

Publisher Guildhall

Price £9.99

What with all this increased nuclear war paranoia that's going round at the moment, Guildhall has picked the perfect time to release Bravo Romeo Delta, a real-time, menu-driven, global scale simulation of strategic nuclear war as seen from the command/control perspective.

In this supposedly accurate simulation (there's no real way to tell if it is, and I don't think actually having a nuclear war to test out the realism of a £9.99 computer game is a viable option), the player assumes the role of either the Chief Target Planner at the Strategic Air Command or the Commander of the Strategic Rocket Forces, with the computer playing the role of the US or Commonwealth president.



The subject matter is pretty heavy and you have to wonder what sort of person would get enjoyment out of a game in which the main aim is to wipe out millions of innocent civilians before the enemy wipes out millions of your own innocent civilians, but taken on its own merits, this is a more than competent simulation of a strategic nuclear war.

The only real problem is the distinctly ropey graphics, but if you're the sort of person who enjoys serious wargames like this then that probably won't bother you. An original piece of software for a tenner is something that no serious wargamer should be without.

Reviewed by
Steve

SCORE 73%

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A HELLO TO OUR FRIENDS IN THE INDUSTRY, DAVY DUNCAN, JEREMY FORD, PHIL AND ALEXIS, NEIL PAINTER, STAGAN MANSIER, ROB DAVIAU, LEE WALDER, SEAN KENNEDY, MARTIN WOOLISCROFT, NEIL STACEY, AND EVERYONE ELSE!

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PD

Screams and shrieks echo around us once more as

Scavenger

Software Expressions

A large vessel has exploded in mid-space leaving its valuable cargo spread all over the cosmos, and it's your task to retrieve these jewels from the far reaches of the universe. The only problem is that the shining gems must be plucked from the centre of an asteroid field. So, not only do you have to control your craft via the thrust of its engines, you have to blast the asteroids away with your lasers. Yep, it's yet another variation on the Asteroids theme.

Appearing remarkably similar to the recent Stardust games, Scavenger certainly looks good enough.

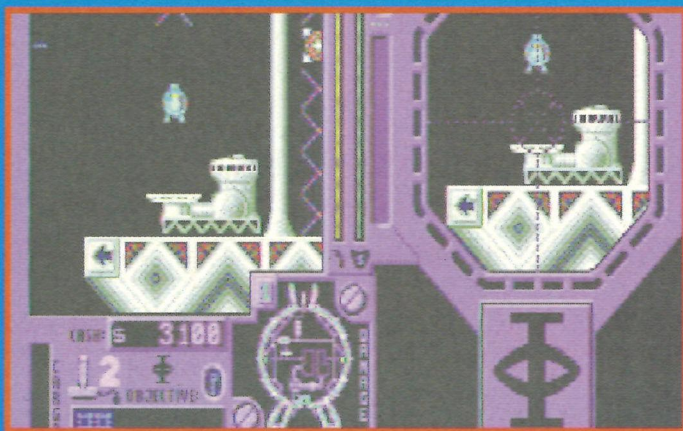
However, the floating rocks can be destroyed with only one shot no matter how large the boulder is.

There are numerous bonuses available to you in the form of points and improved weapons, but most importantly you need to collect the floating jewels. This is after all the object of the game, so gather them up!



SCAVENGER: The graphics are great – well the backgrounds are anyway – but the gameplay leaves a little to be desired

Game of the month



R3

Bruce Webster

There are plenty of space-type shenanigans in this game sent to us by Bruce Webster from New Zealand.

Using a joystick you must guide your ship through a labyrinthine maze using as little fuel as you can. Then you must land safely to collect cargo crate things which are scattered throughout the levels. Your ship can only carry one of these crates at a time, so you must head back to base to drop it off before heading out again.

Your ship can only take a certain amount of damage before the shields wear down and the stability becomes strained, so it pays to avoid the walls of the labyrinth as often as possible.

For each mission completed you will be rewarded with money. Collect enough of this dosh and you'll be able to buy a replacement ship. Obviously your funds will eventually run dry and failure to earn enough money before losing a ship will automatically end your game, but hey, that's life after all.

The full version of this shareware game contains a level editor so you can build your own stages. It's a highly polished effort all round, and is definitely worth a look.

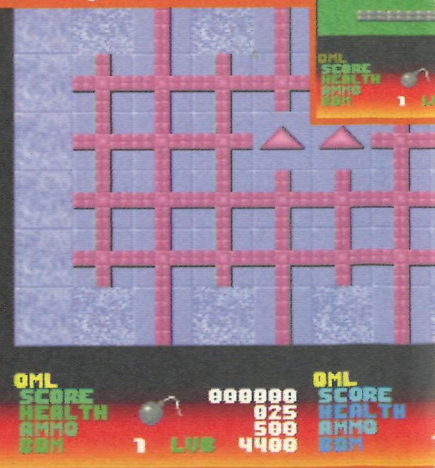
One Man Leaves

Software Expressions

If you fancy a bit of a two-player only game then the naughtily titled One Man Leaves could be exactly what you require. Using a joystick, all you need to do is guide your player through a maze with the ultimate aim of shooting your opponent.

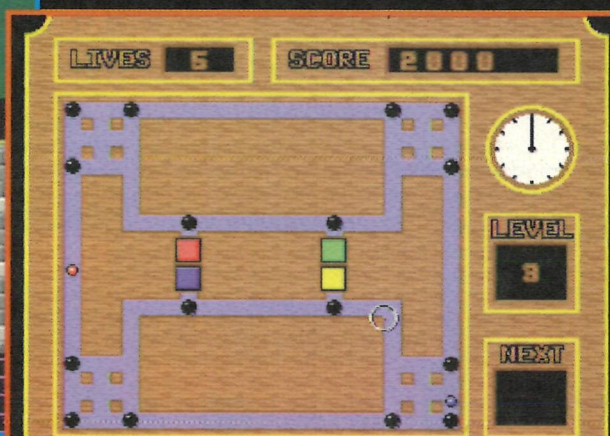
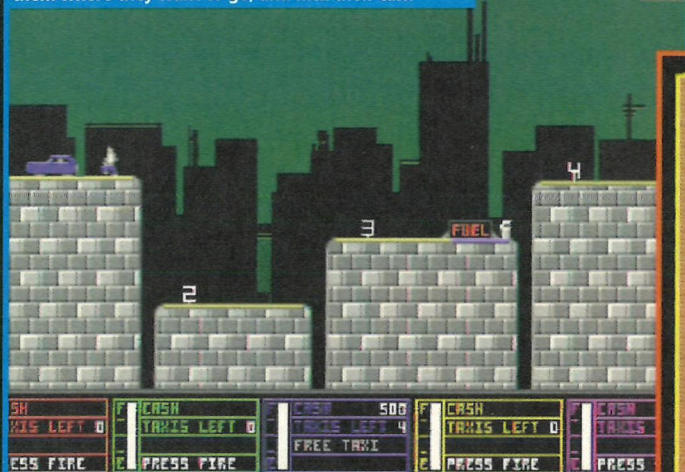
With a tiny sprite and 25 units of energy for each player, your task is made that bit more difficult as it takes plenty of shots to waste your opponent. It's all very basic indeed, with perhaps the most interesting feature being the little splatter of blood that is left

ONE MAN LEAVES: Yeah, one man leaves this game well alone



Andy Sharp is dragged away to the PD dungeon

AIR TAXI: Fly about a bit, pick up passengers, take them where they want to go, and nick their cash



ATOMIC II: Vaguely reminiscent of a Ludo board, Atomic II takes you into the world of easy-to-play computer games

behind after each hit. But, plenty of people seem to like these sort of games, so who am I to argue?

Rob's Hot Games No.15

17 Bit Software

Well, Rob must certainly have been busy to come up with this, his 15th disk of 'hot' games. The two Amiga delights contained here are a slide puzzle thing which goes under the imaginative title of

Slider, and Air Taxi, a game in which you drive a taxi. Through the air.

Slider isn't one of those picture puzzles, it's a numbers game where you slide the tiles to correctly place the digits in sequence. It's all timed, so you can try to beat your record each time you play, and the board size can be altered to provide a simpler or more tricky challenge. Oddly enough, this is quite addictive if you haven't anything better to do.

Air Taxi on the other hand is a multi-player taxi game, where your flying taxi picks up passengers and, erm, drops them off again. The idea

is to collect as much money from your punters as possible to defeat the other drivers.

Your joystick controls the power of the jet thruster and the fire button drops the landing gear so you can collect a passenger or drop one off. One other thing about Air Taxi you may be interested to know is that it's utter rubbish!

Atomic II

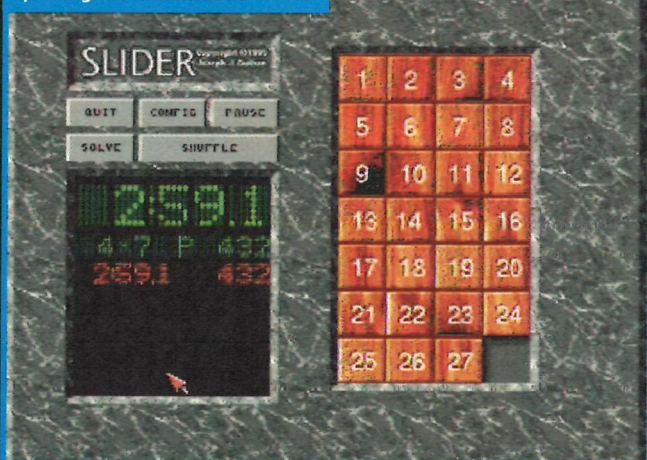
F1 Licenceware

Atomic II is a veritable puzzle fest with only one drawback – it's as simple as they come. One game in and you'll never need to play again. What we basically have here is a waste of time.

The only challenge is that it's all set against the clock, but there's so much time available that it's impossible to fail. You have to guide different coloured balls into their corresponding boxes by clicking the pointer on small black directional pads. Use the correct combination of arrows and the balls are sure to reach their destination.

The balls will roll for the entire duration of a level so at least it involves a little thought, but other than that it's one of the most tiresome games anybody could contemplate playing.

SLIDER: Nope, it's not a calculator, it's a puzzle game with numbers



Glassback 2 - The Dole Years

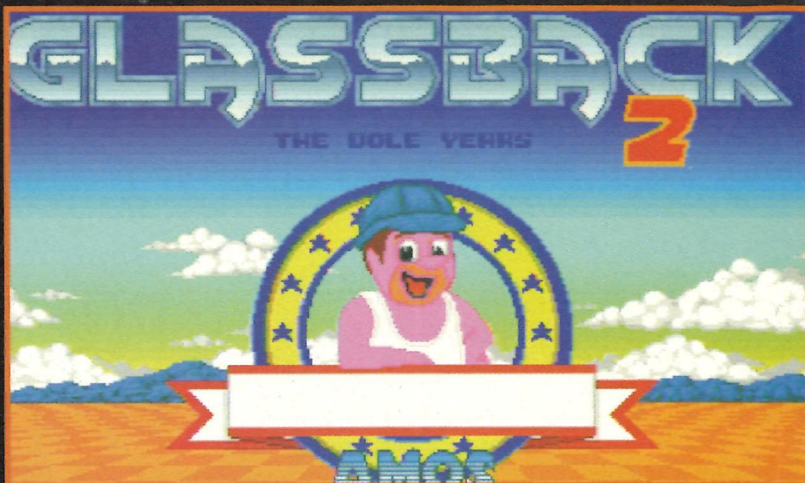
Andy Platts

Glassback has lost his job in the mine and has resorted to picking up state benefits in this platform effort.

Extra lives and first aid can be picked up along the way to nullify the effect of blows from D.S.S. guards, and if you're feeling aggressive you can fend these guys off with what appears to be one of those electric charge guns. This will stun the baddies momentarily so you can run past unharmed.

Each level is colourful and contains a number of platforms and conveyor belts or teleporters. It's down to you to use these to your advantage so you can progress steadily through the terror-filled week.

Each day of the week contains five levels, and at the end of the week you will be given dole benefits relating to the points you've amassed throughout the week.



GONKS

F1 Licenceware

Gonks is one of those terribly confusing puzzle games which usually turn out to be quite good. The basic setting is some weird world where the Gonks have to battle their way

through the puzzling levels using a number of blocks, dynamite and ladders. The correct placing of these objects is of paramount importance if you do not want to lose a life and restart the level.

There are four different coloured Gonks on some levels and these need to reach their corresponding doors safely. The Gonks will only make a move towards the exit after the timer has counted down to zero. Before this, each and every block and piece of ladder should already be in place. If not then it's a return to the start of the level. This can leave you frantically moving the objects as some stages will take quite some planning before it's safe for the Gonks to continue. For a mere £3.99 Gonks will keep you occupied for quite some time.



GLASSBACK 2 - THE DOLE YEARS: Paul Roundell relives the best time of his life



GONKS: This level had me stumped for absolutely ages. Intelligent Andy they call me

Contacts

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LE67 5GE

F1 Licenceware
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17 Bit Software
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2/8 Market Street
Wakefield
West Yorkshire
WF1 1DH

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Tapes of Terror

Win some particularly scary videos, courtesy of Warner Home Video, in our fantastic spookfest giveaway

Now that the supply of new Amiga games has more or less dried up, those of you who spend all your time sitting in front of a monitor screen maniacally wagging a joystick instead of playing football, going to the cinema and accidentally getting life-long friends pregnant while experimenting with your newfound sexuality, will find yourselves scabbling around for something else to fill those long, empty evenings.

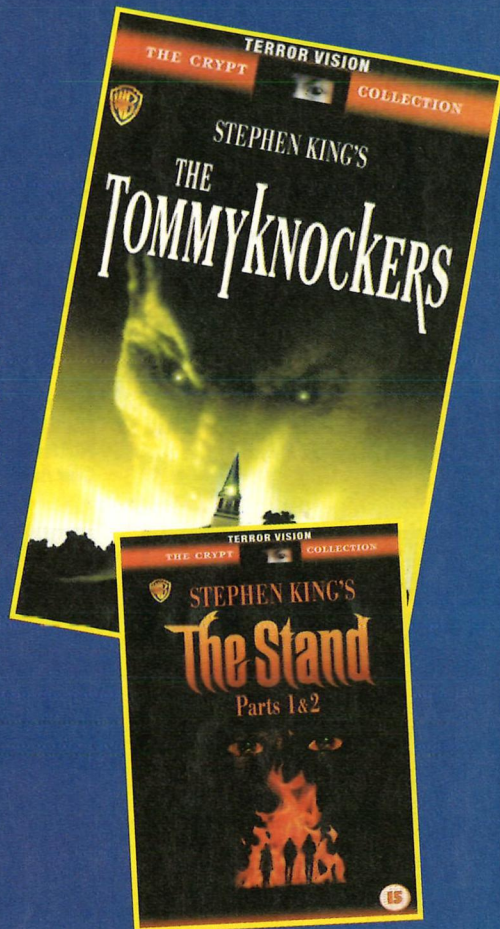
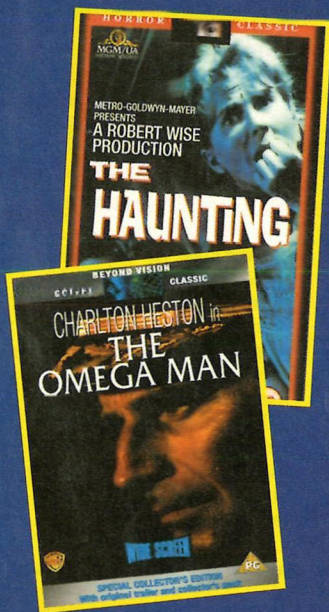
Being a caring kind of magazine, we spent many an hour trying to come up with something to fill the gaping, empty void that represents a

lot of your lives. And then, late one night, it came to us. A competition to win videos, and bloody long ones at that! The lucky winner will receive copies of V parts 1 & 2, The Omega Man, Excalibur, The Stand (all six hours of it!), The Tommyknockers (special four-hour edition), and classic horror movie, The Haunting.

For the victor, a long session in front of the television is called for, but for the many losers, it's back to constructing that portable gallows we're afraid!

Question

What do The Stand and The Tommyknockers have in common?



Tapes of Terror Competition

Answer:

Name:

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Send your entries by September 21 to “Tapes of Terror Competition**”, Amiga Action, Media House, Adlington Park, Macclesfield SK10 4NP**

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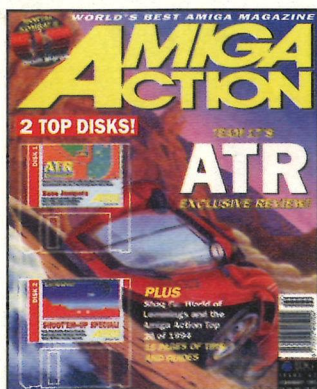
1. *Anyone can enter, but if you're employed by or related to an employee of IDG Media or Warner Home Video, be sure to give a false address so no-one finds you out.*

2. Entries containing correct answers will have been sent in by fans of Stephen King... oops!.

3. But anybody who says, "They're both videos," will get a crack.

4. Oh, and we apologise for the patronising way in which this page has been written. Like, we're out every night with top birds. Every one of us.

BACK ISSUES



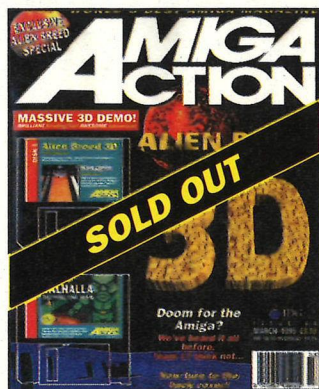
ISSUE 67 FEBRUARY '95

Cover - ATR

Coverdisk - ATR, Base Jumpers, Exclusive Shoot'em-up Special

Features - World of Amiga Show, 1994 Top 20 Games, Piracy feature, Reader Survey Reviews - All New World of Lemmings, ATR, Base Jumpers, Death Mask, Dragonstone, KO3: Euro Challenge, Shaq Fu

GTGAs - Mortal Kombat II Special Moves (death moves, friendship moves & babalities), Robinson's Requiem Pt. 3, Reunion



ISSUE 68 MARCH '95

Cover - Alien Breed 3D

Coverdisk - Alien Breed 3D, Kingpin, Valhalla: Before the War

Features - Alien Breed 3D, Film '95, Get a Life Reviews - Benefactor CD32, Dawn Patrol, The Misadventures of Flink CD32, Guardian A1200, Kingpin, Rocketz, Theme Park CD32, X-It

GTGAs - Jungle Strike (Part 1), Dreamweb (final part to the full solution), Theme Park (complete guide), Space Quest III (full solution), Son of Boggit

PLUS Previews - Akira, Boo the Ghost, Extractors, ITS Cricket, Pussies Galore, Ruffian, Tactical Manager 2, TFX



ISSUE 69 APRIL '95

Cover - Comic Relief Four Disk Special

4 Coverdisks! - Turbo Trax, Speris Legacy, Four Arcade Classics, Full Game - Blues Brothers (£7-£4 to Comic Relief!)

Reviews - Akira, Dragonstone CD32, Extractors, ITS Cricket, Jungle Strike CD32, PM3 Multi-Editor, Shadow Fighter A1200, Skeleton Krew CD32, TFX, Turbo Trax GTGAs - Jungle Strike Pt 2, Dreamweb Pt 2, Shadow Fighter, Lords of the Realm, On the Ball

PLUS Previews - Angst, Baldies, Final Over, Frontier: First Encounters, Kwok's Game, The Speris Legacy



ISSUE 70 MAY '95

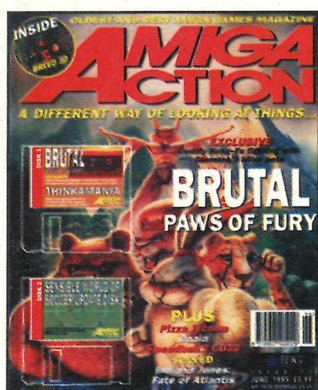
Cover - Manchester Utd - The Double

Coverdisk - Kwok's Game, PM3 Multi-Editor, Speris Legacy, Sensible Massacre 2, Demon

Features - The End? Reviews - Angst, Ants, Champ Manager Italia '95, Man Utd - The Double, Ruffian, Soccer Superstars, Superleague Manager, Sword of Honour, Whizz

GTGAs - Jungle Strike Pt 3, Sensible World of Soccer, Valhalla: Before the War

PLUS Previews - Colonization, Lost Eden, Powerhouse, Player Manager 2, Ultimate Soccer Manager



ISSUE 71 JUNE '95

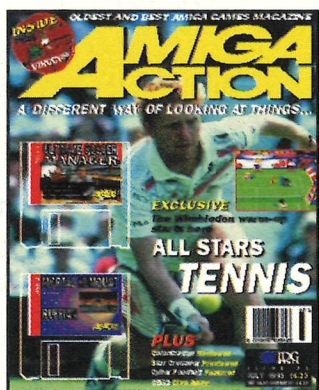
Cover - Brutal - Paws of Fury.

Coverdisk - Brutal - Paws of Fury, SWOS Bug fixer, Thinkamania.

Features - You Specky Get, World Wide Wonders (Internet).

Reviews - Battle Trucks, Brutal - Paws of Fury, High Seas Trader, Kingpin CD32, Pinball Illusions CD32, Pizza Tycoon, Shadow Fighter CD32, Speedball 2 CD32, Tower of Souls, ATR CD32, Ultimate Soccer Manager, Voyages of Discovery

GTGAs - Valhalla BTW Part 2, Indy: Fate of Atlantis.



ISSUE 72 JULY '95

Cover - All Stars Tennis

Coverdisk - Ultimate Soccer Manager, Ruffian, Mortal Kombat

Features - Get a Life!

Reviews - Behind the Iron Gate, Colonization, International Golf, Virocop, Syndicate CD32

GTGAs - Brutal - Paws of Fury, Ultimate Soccer Manager, Valhalla BTW Pt 3, Bloodnet, Indy: Fate of Atlantis Team Path

PLUS Previews - All Stars Tennis, Big Red Adventure, Gloom, Timekeepers, Star Crusader



ISSUE 73 AUGUST '95

Cover - Sensible Golf

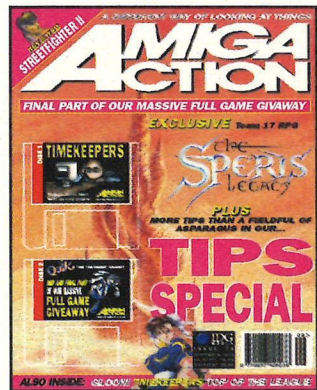
Coverdisk - Quik the Thunder Rabbit - Fantastic full game giveaway

Features - It's in the Net (Team 17 Cyber Football), Get a Life!

Reviews - F1 World Championship Edition, Obsession, Player Manager 2, Sensible Golf, Tactical Manager 2

GTGAs - Valhalla: Before the War (Pt 4), High Seas Trader, Indy: Fate of Atlantis (Action Path Pt. 1), TFX, Son of Boggit

PLUS Previews - Hyboria: Conan the Destroyer, Pole Position, Tiny Troops



ISSUE 74 SEPTEMBER '95

Cover - The Speris Legacy

Coverdisk - Quik the Thunder Rabbit Pt 2, Timekeepers

Features - Worms, Do a Game entries, Massive Tips Extravaganza

Reviews - Approach Trainer, Gloom, The Speris Legacy, Super Street Fighter II, Timekeepers, Top of the League

GTGAs - Indiana Jones and the Fate of Atlantis - The Final Part

PLUS Preview - Wheelspin, and many others far too numerous to list in this tiny little space. It's an all out preview-arama!

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Write up your alley!

"It's the pages the readers write!"

It's good! It's new! It's here! It's... Write Up Your Alley! Yes, we've come up with yet another way to save ourselves work, and firmly believe that by dressing it up as "The Pages The Readers Write" we'll get away with it. For a couple of months, at least. Talkback's here, and so too are the Reader Reviews, which rather oddly have gone through something of a resurgence of late. And we say to you this: Don't confine yourself to the Amiga; write about whatever you like.

Write reviews on anything and everything. We don't mind. These are your pages, so use them, abuse them and make their children cry. Articles of a decent length which vaguely interest us will receive rewards, as will letters of a particularly amusing nature and reviews that make us chuckle. Write on readers... write on!

Readerreviews

It's the part of the mag where you tell us what you think. Like we're bothered

SKIDMARKS

*Acid Software
Reviewed by
Adam Richardson,
Stourbridge*

The ingredients for fun and friends – an Amiga and Skidmarks. Think fun and you think big cars, dirt tracks and SPEEEEEED! You think Skidmarks, because it's got the lot and more besides. The best racing game by far and away, and no-one should be without it!

Summary: The best game ever. Buy it or be sad.

94%

CANNON FODDER 2

*Virgin
Reviewed by
Jason Sharkey,
Dover*

The best and funniest shoot'em-up ever has now become even better. Umpteen levels of the same kind of bloodthirsty pandemonium set against different backdrops makes for weeks and weeks of action-packed gaming. Bring on CF3!

Summary: No longer original, but still damn good fun.

90%

COLONIZATION

*MicroProse
Reviewed by Nigel
Hawthorne [hoot!],
Carnaerfon*

If you have the patience of a saint and a few ounces of tactical nous then you simply can't live without Colonization. Sid Meier has created a game that is actually better than Civilization. It's easy to play, and the attention to detail is amazing. You'll be drawn in after an hour's play

and completely hooked.

Summary: There can't be many finer Amiga games than this.

92%

TIMEKEEPERS

*Vulcan
Reviewed by
Craig Deffie,
Aberdeen*

Timekeepers is a puzzle game which kind of derives



Talkback

PLANNING PERMISSION

Dear Salmon and Salad Cream sandwiches, Twenty two hours and 51 minutes ago I bought issue 72 of your craply planned out magazine. But more of that later. Looking at the cover, and seeing that USM was 1200 only, I thought to myself, 'Cool! Another A1200 only game that works on my A500'. You see, in issue 71, Thinkamania worked, and in issue 70, Kwok's Game worked, so it came as no great surprise that USM also worked on my A500+. The reason? I dunno. Maybe it's because I've got 2 Meg. So why the hell don't you put 2 Meg only on the disks? you fishfoodic idiots!

Okay, now if everyone could turn to pages 32-33 in issue 72, you'll see why AA is craply planned out.

Valhalla:BTW offer. Both

Valhalla games cost £14.99. On the opposite page however, good old Software First (I sent for some games from them and they came five days later!) are selling them for £10.99 each! You can of cokeic idiots!

Now if everyone could turn to page 73, not one of my 1,972,093,584 letters has been printed. You bacon sandwiches! And will everyone please shut up about the Escom buyout! It's really pissing me off.

*Au revoir,
The Prophet of Rage, Hades*

PS. The price of sh*t in Hampster's Dam has gone up by 9p.

Cheers Proph'. You're the reason we were forced to have a Thora Hird Talkback last month you know, so I'd better be nice. Disks: we don't know a Meg of ram from Meg

Ryan, so we just take the word of the software company who provides the disks. Maybe in future we should check them out on an A500+ with two of these so-called 'Megs'. Oh, we haven't got one.

Valhalla offer? Well, you can't say we don't give you a choice. And at least two of your letters have been published already, and... AND!... there's no 'P' in hamster. Nob.

CHEERY WAVE

Dear Amiga Action, Writing a letter to a magazine is not something I would normally do, but I wanted to show my appreciation for all the staff who put AA together and make it what it is.

These past couple of years I have been suffering from depression, at times feeling suicidal, and consequently I have needed cheering up. I have achieved this by reading through my collection of Amiga Action magazines, which although I do own a 500, I read mainly for the humour and witty reviews. Now I'm not about to suggest that your magazine has cured me – far from it – but it has

certainly helped the days pass more easily.

I am now on the road to recovery, and I wish Amiga Action every success for the future. I am sure that I will continue to be entertained by the AA team for a long while yet. People just do not appreciate the hard work that goes into making a magazine like yours, and this annoys me. Yours sincerely,
Name and address withheld

The aim of the game is to make you smile. Obviously we all just assumed we were failing dismally, but maybe not! Er, do you mind if I use this letter at my pay review?

LABOURED POINT

Dear Paul, I am sick of sitting and listening to people slagging off the Amiga. I for one think that the Amiga is the best thing since sliced bread, and will be THE sliced bread of home computers once those German blokes have given it a good make-over.

It was only last week when me and a few other lads were doing a project in school. I

something from both Lemmings and Valhalla. The graphics are very similar to other Vulcan efforts and the addictive gameplay is top-notch stuff. And I've never played a game where you have to disarm a bomb before! Well worth buying.

Summary: An original puzzle game that will take some time to complete.

85%

BENEATH A STEEL SKY

Virgin
Reviewed by
Karen Hall,
St. Albans

The CD32 version of this adventure is so good it almost knocks the spots off the excellent Simon the Sorcerer. Stuck in a strange and lonely place with only a crap robot to help you out, the idea is to uncover a dastardly plot and halt some sort of world revolt. Graphically it's excellent, very moody indeed, and the speech makes it stand out that little bit further from the rest of the

CD32 adventures available on the market at the moment.

Summary: The second best adventure game on the CD32, but still an excellent buy for all us CD32 owners.

90%



ULTIMATE SOCCER MANAGER

Daze
Reviewed by
Saraj Manfat,
East Ham

We've seen the Premier Manager and the

Championship Manager games, and just when you thought football management couldn't get any better, along comes Ultimate Soccer Manager from Daze. Superb graphics, realistic play and tons and tons of statistics keep you involved for hours

on end, and winning trophies has never been so much of a challenge.

Summary: Possibly the best management game around. If Terry Venables has an Amiga he should get practising on this straight away.

89%

SHADOW FIGHTER A1200

Gremlin
Reviewed by
Jason Lynn,
Southsea

With Street Fighter II and Mortal Kombat both on the Amiga, what chance does a lowly beat'em-up that comes from nowhere stand of getting a name for itself. Well, it's happened anyway! Gremlin has produced loads of characters, each one more brilliant than the last, and loads of excellent backgrounds. Add to this, yes you've guessed it, loads of excellent moves and sound effects, and what you have is the best game on the Amiga. And that includes everything! Simply the best in every department, and the attention to detail is great. Even the floor moves on the basketball court when you move around!

Summary: Hard. Very hard.

95%

Review whatever you like readers, but keep 'em short!

offered to type it out on my computer. "What computer have you got?" one guy asked. "An Amiga," I replied proudly. "An Amiga! Loads of processing power mate!" He laughed sarcastically, so I asked him what computer he owned, whereupon he said he had a Super NES. I own a SNES, and don't get me wrong, it's a good console, but it doesn't possess any processing power. So, how the hell can he possibly compare it to an almighty Amiga?

I have also heard Amiga owners giving the machine a verbal slapping. Maybe one day these know-it-alls will eventually see the light and recognise its greatness.
Steven Bresnen, Wallasey

But surely they already own Amigas because they are, as you say, 'Amiga owners'. And anyway, what does 'processing power' mean?

ALTERN8

Dear AA,
Not only have you been very sarcastic towards the Amiga recently, but many of the letters in Talkback have been

from people of similar mind, suggesting that the Amiga is now useless. Of course it isn't! An A1200 in good condition with around 60 games can bring up to £250 second hand – a great start towards the purchase price of a PC.
Steve Batson, Blackley, Manchester

Um, you should probably ignore that, readers.

THAI FOID

Dear Amiga Action,
Here I am in sunny Thailand, looking for women with just a few pence in my pocket. Saw one last night but I think she was married, so it's off to the high street again today in the hope of better luck. Not that I'm completely sad! I have drunk some beer as well, though it tastes like cigarettes out here and makes your poo go all runny. They don't sell AA anywhere here though. What's going on? Right, there's a geisha now, I'm off.
Carl Banner, Wigan (But Thailand just now)

Keep enjoying yourself Carl. The Bangkok Hilton awaits.

We're saying nothing

Dear Amiga Action,
This morning I purchased the latest edition of one of your competitor magazines, Amiga P*wer [steady] to read on a long train journey. I must point out that I don't usually buy that particular magazine (being a staunch supporter of AA for many a year now), but your new issue wasn't yet on the stands, and, having read your news story about the trouble you've been having over Quik the Thunder Rabbit, I thought I'd check out just what the opposition had to offer. I have to say that I was utterly appalled to think that a magazine of such poor quality could be passed by any publisher worth his salt. I don't mean in terms of size or even the small number of reviews. I realise that the Amiga is in a state of serious decline and none of the magazines can produce games out of thin air, but I find the articles they choose to fill their pages with pointless, and frankly offensive. For instance, their Whatever Happened to Game Reviews feature. They say we weep for a lost art and refer to some games writers (presumably themselves) as talented journalists who just happen to be working for a computer magazine. Well, if that's talented journalism and yourselves (and the sadly departed The One) are the people they describe as game-obsessed self-promotionalists at the bottom rung of the career ladder, then give me the latter anyway. Amiga P*wer seems to be filled with total garbage written by self important w*nk*rs. If you were to believe their reviews there'd be no point in owning an Amiga! No scores more than 46%! A magazine with attitude? Yes, a very bad one!
Derek Patterson, S.Yorks

Readerthang

FIGHT THE GOOD FIGHT

By Stephen Edwards

Atop Silicon Mountain, the 'Forces of Darkness' were rallying their armies, planning a cunning attack which would decimate the world of Commodore. The attack was swift and deadly. Commodore was brought to its knees, its technology no match for the power of the 16-bit consoles...

There were however a few survivors who fled to the hills where they regrouped and waited and watched as the 16-bit revolution swept across the land like an almighty plague.

From time to time this band of brave rebels would launch a small assault with prototypes they had developed, and although most of their efforts met with disaster, one such prototype

did slip through the enemies' defences and established an outpost in a sector of the land where the 'plague' had not yet reached. Here people would come to escape the 16-bit society which surrounded them, seeking a higher existence... freedom.

The name of the outpost was A1200.

Time passed and A1200 grew and grew until what was once merely an outpost soon became a formidable force, gathering in numbers with each new day.

News of this new breed of rebels spread across the land like wildfire, and soon the time came when, rejoined with their creator, Commodore, the Battle of the Systems began. Judgement day was at hand, a time when God and man would stand side by side to watch the ensuing carnage as it shook the

technological world to its very foundations. 16-bit versus the new, improved, lean, mean, fighting Amiga machine.

For seven days and seven nights the bloodbath raged on. Both sides suffered many casualties, yet progress for both powers was non-existent. They had reached a stalemate.

At Amiga HQ the decision was taken to launch their secret weapon. The troops were weary, and this would be a last ditch attempt to swing the balance of power.

Admiral Pleasance, with hope in his tired heart, gave the command.

"Release the CD32!"

It worked (sort of).

The CD32 squadron soared through the heavens taking the 16-bit army by complete surprise. With twice the firepower of their enemies, the CD32s cut through the opposition like a hot knife through butter, pushing the consoles forever backwards, forcing a retreat.

By nightfall the Amiga camp was buzzing with excitement and celebration. Morale had been restored; the first attack was an amazing success (okay, so maybe I am

stretching the truth a little bit, but let's just file it under 'Poetic Licence'...), and tomorrow they would initiate their final phase of the attack and reclaim the land which was once theirs.

By dawn's early light the CD32 Squadron took to the skies once more, flying proudly over the now barren wasteland which lay strewn with the lifeless shells of its enemies. The sea of destruction seemed unending, until finally, 16-bit HQ appeared on the horizon.

The CD32 Squadron, accompanied by its ground forces, went in for the kill. But something was wrong. There was no sign of activity from the enemy base. No movement... not a sound.

Everyone stopped. Still nothing stirred. A wave of relief began to sweep through the troops. Maybe the consoles had just given up, left the planet, cut their losses...

Then it came. From deep within the enemy base, lighting up the early morning sky - a beam of pure rendered energy which found its target in the form of Commodore's lead CD32 ship.

Talkback

DUMBBELLS ALL

Dear AA,
A few months ago I had a problem with my A1200. Basically, it wouldn't load any games, and whenever a disk was put into a drive it didn't seem to recognise it. I wrote to you (it was in January if my memory serves me right) to seek your advice, and was disappointed that you didn't reply or put an answer to my problem in the Talkback pages.

Since then I have noticed that on more than one occasion, when you do actually print a letter regarding a problem along the same lines as mine - technical - you gloss over the issue and don't offer any help. And now I have come to this conclusion. YOU DON'T KNOW ANYTHING ABOUT THE AMIGA! YOU HAVE THE TECHNICAL KNOWLEDGE OF A BRAIN DAMAGED GIBBON! You give flippant answers for

one reason and one reason only - when it comes to a working knowledge of the Amiga you're ignorant!
Shane Harrison, Towcester

And proud.



KING OF COMMODORE

Dear Talkback,
I was reading Nightmares and Dreamscapes, a collection of short stories by Stephen King,

last night, and in the introduction where he generally flaps on about a load of old rubbish, he began talking about the Commodore 64. I couldn't believe that the master of the macabre [TM...?] used to own the very same computer that I cut my teeth on, and then I got to thinking that maybe he's an Amiga fan too. Maybe he reads Amiga Action. Why don't you get in touch with him and get him to write something for you? Ask him his views on the Amiga, that sort of thing.

I know, he lives in Bangor, Maine, in the US, and I'm sure a letter would find him. Go on! It'd be interesting to see what he thinks.

Mark Percival, Woking

He never asks us for our opinion on popular fiction writing, so why should we ask him about the Amiga?

FATTED CALF

Dear Paul,
I read with interest the words of James Conley in issue 72's Talkback section ('Skinny Puppy'). I have to admit that I totally agree with him about the alarming thinness of the

magazine. What is going on? Are we on the slippery slope to pamphletism or is there going to be a significant change when the software companies start releasing Amiga games again? Rather than increasing in price to £4.25 you should be considering a reduction from the original £3.99.

*Yours thinly,
Phillipa Marsh, Birmingham*

Er... um... ah! Here's another letter on the same subject. Move along now, move along.

WAY TO GO

Dear Amiga Action, I've always looked forward to the delivery of my Amiga magazines each month, but for so long my anticipation has been tempered by the arrival of great overstuffed monsters of publications.

"There's just too much to read in these mags," I often thought as I struggled my way through page after page, each one bulging with news and reviews of imminent releases. On many occasions I sighed inwardly and longed for less choice... less pages. I dreamed of the time when one magazine would find the

The effect was devastating, and in the blink of an eye Commodore's secret weapon was reduced to nothing more than a blazing ball of flame, its shields totally ineffective against this new power.

Admiral Pleasance froze. A sense of fear and panic exploded in his mind as he watched the fireball plummet from the sky.

"Retreat! It's a trap!"

As he gave the order, another CD32 fell to the ground as the energy beam found its mark. All the troops retreated and the beam continued to wreak havoc, destroying anything it came into contact with. More CD32 fell prey and the ground troops were simply vaporised. They continued to fall back, running for their lives, fear driving them onwards...

And then it stopped.

Once again the battlefield was silent. The beam had for some reason broken off the attack, leaving what was left of the Commodore army to limp back to their own territory. They didn't even consider the reason for the sudden cease-fire but merely

continued to withdraw. Too much had happened too soon, and they needed time to think about the situation. But time was a commodity they did not possess...

Out of nowhere they appeared, between the Commodore troops and their base... the 16-bit consoles were waiting but something about them was different. They were not the systems they had faced before; they were bigger, better and faster with an all-new body armour of add-ons and expansion modules. The sight was awesome. Admiral Pleasance gave the order for an all-out assault - there was no other option. It was fight or die and the troops knew it.

What remained of the CD32 Squadron led the way, maximum firepower directed at the enemy. The weapon-fire carved up the earth, explosions shaking the ground like earthquakes, and as the dust settled, the Admiral's heart sank... the enemy was unscathed.

Then it was their turn. Within minutes the CD32 Squadron was no more: the enemies' weapons simply

ripped through them, reducing them to dust. As the last CD32 fell from the sky, Commodore's last hope for victory died.

Aboard the Command Ship A4000, mayhem had broken loose. In the midst of the slaughter, several of Admiral Pleasance's Chiefs of Staff had fled via escape pods, defecting to the other side in the vain hope that their lives would be spared. Only the Admiral and a few loyal staff remained.

The ground troops were being annihilated by the sheer power of the new supercharged consoles, and soon only the command ship remained. But even that was not for long...

The enemy flagship rose into the sky and took up position directly in front of A4000. Admiral Pleasance stared at his communications screen as an incoming message from the enemy commander appeared.

"Admiral... it is time for a new age... a new world order. You no longer belong here... it is time for you to feel the power of this brave new world..."

The flagship opened fire...

Epilogue...

It was daylight. There was no indication of how long he had been lying there. He was only aware of the pain, which touched every fibre of his being. His mouth was dry, and breathing was a conscious effort. He was close to death...

He turned his head to look around, and through blurred vision he saw the remains of what was once a proud army. The smell of death hung in the air and he knew that soon, he too would become part of this macabre landscape.

Consciousness began to fade. Each second brought him closer to the end, and then he saw them...

The three tall figures approached from the East. He tried to call out to them but all his strength was gone. He was fighting to stay awake, and then they reached him.

All three were dressed alike, long black hooded robes hiding their faces. One knelt beside him.

"Who are you?"

The man removed his hood, looked deep into his eyes and smiled...

"We are Escom... we bring you hope... Admiral."

courage to break the mould, to stand up for what it believes in and to give the readers what they really want.

Finally we have reached that Utopia, and Amiga Action is on sale in all the shops. With its low page count and space-filling articles, it's what we have craved for so long, and I read it from cover to cover as I walk from the bathroom to the bedroom in my extremely small terraced house. Thank-you Amiga Action for your thoughtfulness. And thank-you also for letting us pay more. Personally I earn around 25 pence per month too much anyway, and this is a great way of getting rid of it. Yours with thanks, Mae Dupletter, Atlantis

We aim to please...

INTELLIGENCE

Dear Amiga Action, Do you remember the good old days of the Amiga? Well, what I'm trying to say is the good old Amiga... "Kicks ass." Adam Sammut, Wainfleet St, Mary

And so the revolution began. Wainfleet St. Mary indeed.

COULD BE GOOD

Dear AA, This is something for you to try at home. Visit your local off licence and purchase a large quantity of Carlsberg Imported Elephant Beer. And possibly some Kettle Chips. Return home, and, ensuring that you haven't eaten for quite some time, proceed to consume the somewhat strong alcoholic beverages.

After a couple of hours, stagger to your Amiga and, being careful not to electrocute yourself when setting it up, load up a PD rave demo (the crazier the graphics the better). Now simply sit in front of your Amiga chugging the beer continuously until you can no longer gauge exactly where you are, what you're doing, or even what your name is.

It works for me, and it's cheaper than paying £20 to get into some decrepid warehouse on the outskirts of Birmingham. Do I win a prize for this?

Yours head spinningly, Simon Jarvis, Walsall

Er, don't try this at home kids. You might die.

OOOOOH DEAR!

Dear Paul, I am writing to you in the hope that you might be able to help me. I bought an Amiga CDTV system with disk drive and keyboard, but I don't know anything about it. Is it the same as an A500, do I treat it the same as an A500, and can I upgrade it to 1 Meg? Also, if there's anything I need for it, where can I get it from? And will it take A500 games? C Anderson, Chester

Is it the same as an A500?

Well, it is in that it's use- erk! Um, I'm not sure. How should you treat it? Truth be told C, you should treat it with the utmost contempt, possibly even beat it with stout objects. Is there anything you need for it? Yes, an Amiga CDTV-sized dustbin.

ONE LAST THING

Dear Thora, It's good to see that, at last, someone sensible has been put in charge of Talkback. Here's hoping that your association with AA is long and happy. Jamie Cairns, Exeter

You loser.

Send your attractive job offers to:

Paul Roundell, Talkback, Amiga Action, Media House, Adlington Park, Macclesfield, SK10 4NP.

fax no: 01625 876669

email: paul@roundell.demon.co.uk



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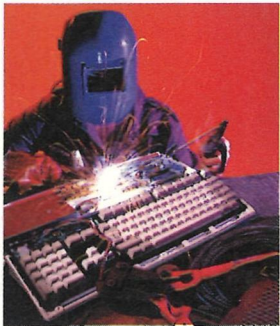
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Total Football

Domark has sprung a couple of surprises on us in recent months. Championship Manager 2 is due to make an unexpected appearance on the Amiga before Christmas, and now we're being told that a version of the forthcoming Mega Drive football action game, Total Football, will be hitting our machine some time around October. Rugby League fan **STEVE McNALLY** was sent along to moan about the shape of the ball.



Total Football has, Domark claims, been developed from the outset to look as good as it plays. As you can see from the screenshots, if that claim is true, then the game should turn out to be something very special indeed. I reckon these are Mega Drive screenshots, but the Amiga version should look at least as good, if not slightly better.

The finished game will be packed with features such as all-weather matches and many different types of pitches. Domark is hoping that there will be enough in there to woo Amiga owners away from the more established football games, such as Sensible Soccer and Football Glory. The graphics of Total football are certainly very inviting, but I haven't yet seen anything that can be termed playable, so I'll have to hold fire on that for a while. Hopefully I won't be disappointed.



The programmers are working hard to make sure that the game moves and plays as well as it looks. Over 2500 frames of animation are going to be used to make the players move realistically, and each man will be capable of over 50 distinct player movements. This should all add up to make Total Football one of the best footy games we've ever seen on the Amiga.



A novel feature is the inclusion of controllable celebration routines. I'm not really sure to what degree you'll be in charge of these moments of unbridled joy, but it should add a whole new dimension to the game - especially when you stick a fourth goal past your best mate! Hopefully you'll be allowed to really go to town, waving your shirt above your head and so on.

The game will feature an animated crowd and atmospheric sound effects, along with all the usual stuff like action replays, various international and domestic cup competitions, and over 50 teams to choose from. To be honest it looks and sounds absolutely great, and I can't wait to see what it turns out like.



Project Total Football

Publisher Domark

Team In-House

Release October

Inspected by Steve

The Citadel

The PC has a lot to answer for. One minute we're all happily playing sports sims and platformers, then along comes an army of these Doom clones. Gloom was an excellent recent effort in this rapidly expanding genre, and finally proved that the Amiga is capable of producing a decent first-person-perspective shoot'em-up. **ANDY SHARP** is keen to see how The Citadel compares, and feels it's time to load up his guns and prepare for some serious combat.

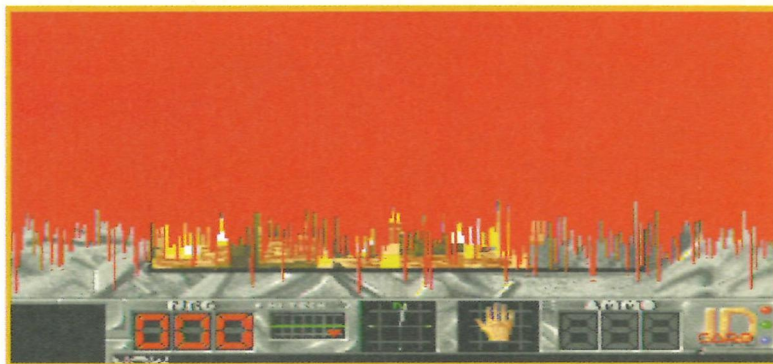
The Citadel is set on a distant planet where you are the last remaining survivor of a spaceship crew. Your mission initially is to destroy The Citadel – an underground army complex – with your crack army troop, X16. Unfortunately a massacre has occurred and now you're on your own. You must fight your way through 20 levels and get safely away from the planet. A fully rendered intro and some in-game animations have been included, making it apparent that more than a little time and effort has gone into the production of this game.



Graphically, The Citadel has plenty of gore, including splatterings of blood on walls as enemies are killed. The dismembered bodies of counterparts greet you all through the levels and act as a constant reminder that you could be the next for this treatment. The levels vary graphically, and the finished version may well incorporate mini-puzzles, teleporters and traps which will have to be successfully negotiated before you can progress to later stages.



Arrakis Software has been around for quite some time now, mainly as a producer of utility products for the Polish market. The Citadel is therefore something of a departure for this group of programmers, but with a few other games in the pipeline, Arrakis is hoping to establish itself firmly in the gaming market. This is its first effort and steps firmly into place on the Doom bandwagon. Yep! It's another of those 3D first-person-perspective games with loads of gore.



You have a choice of weapons to begin with, each of which can be activated using the F keys at the top of the keyboard. The amount of ammunition these weapons have varies due to their strength. Extra ammo can be collected from around the stages, as can bonus energy and new weapons. There are even bottles of booze lying around, but picking one up will likely as not have you lumbering around like some sort of drunken waster. Easy pickings for the enemy monsters.



As with the recently released Gloom, your playing window can be set at either full screen gore, or a tiny box in the centre of the display. The choice is yours. It makes no difference whatsoever to the overall gameplay, so it's a simple matter of visual taste. However, if you have an A500 it may be advisable to moderate the screen size somewhat and alter some of the options to make the game run a little more smoothly.

Project The Citadel

Publisher Arrakis Software

Team In-House

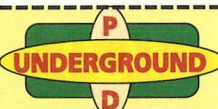
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Giving The Gam

Colonization

Bill Cranston has written a very comprehensive and logical strategy guide to Colonization, which we are only too proud to present to you, our beloved readers, in a series of erm... two parts. Here's the first one!

Colonization is broad in scope and quite varied in its options, thus presenting quite a number of choices for the player. Getting the most of what you need, when you need it, from your settlements, is quite a trick in this game. What follows is an aid for players who find themselves falling behind their European rivals in their quest for independence.

In the beginning

The first decision to make is where to set down your first units at the beginning of the game. Sometimes it's a good idea to travel up the coast

of a land mass to make sure you are not about to set foot upon a tiny, barren island.

Land your units along a coast where there are some special resources (pine tree, silver deposit, etc). Chances are you'll bump into a native tribe the moment you land, and needless to say, now is not a good time to begin hostilities with them, no matter how small they are.

While you will want to milk specials (beaver, deer, silver) for quick cash, apart from a small land mass, there are very few bad sites for a colony in the long run. After all,

you do not want to be dependent on sea travel to link your colonies once they start to develop.

Don't underestimate the importance of being next to a fishery square. With a dock and an expert fisherman you can

keep a colony of six to eight going without needing to waste anyone else on food production.

The best long term site, if you can find it, is a land mass with room for at least 10 colonies, that is not being exploited by any other European power. It may be worthwhile sailing to the Pacific, just to get out of everybody else's way.

When rival nations do eventually invade, you will be able to pick off their expeditions rather than be faced with the mass of their military might right next door.

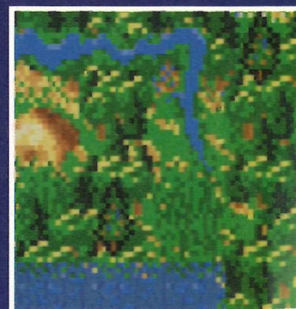
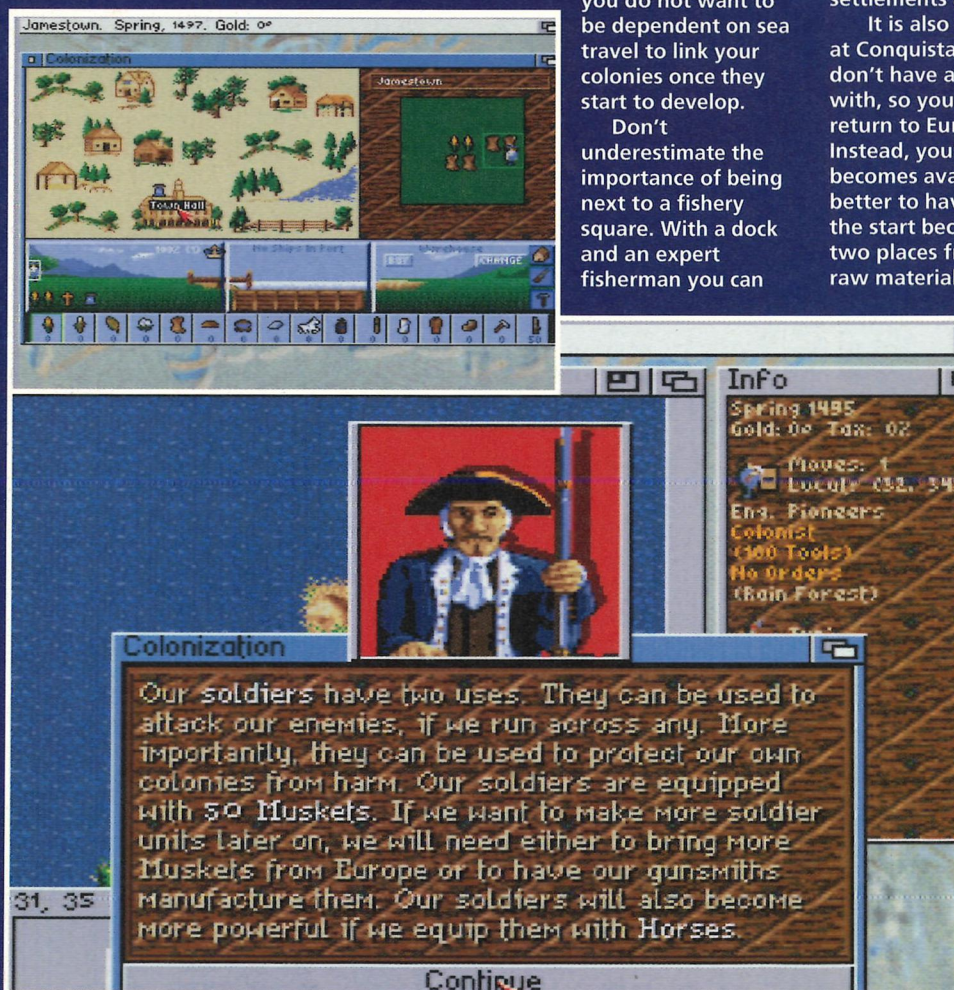
Survey the terrain near where you land to determine if it is a good place to establish your first settlement. Your next big decision is whether to build two settlements or just one with a population of two.

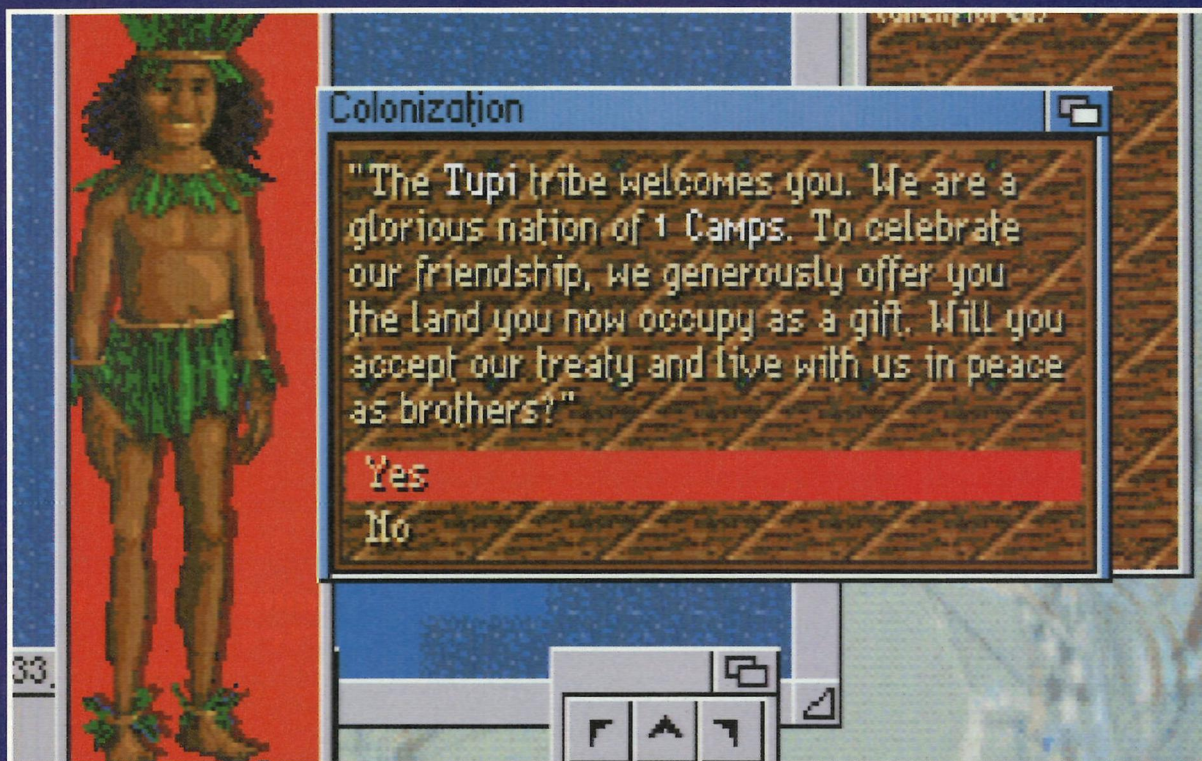
Unless you are playing at the lowest two levels of difficulty (Discoverer and Explorer), I recommend setting up two settlements. At the higher levels the computer players enjoy production bonuses and thus develop faster. You'll want to stake out as much territory as quickly as you can to keep up with the computer. Also, in the early stages of the game, no-one will be hostile towards you unless you provoke them, so it is safe to have a number of small, weak settlements at the start.

It is also important to note that at Conquistador level and up, you don't have any money to start off with, so you cannot immediately return to Europe and buy colonists. Instead, you'll have to wait until one becomes available. Consequently it is better to have two settlements at the start because then you'll have two places from which to pick up raw materials to sell when you return to Europe.

Note that if you have one settlement with two colonists, one of the colonists will have to harvest food in order to support himself and thus will not be able to produce anything for you to make money from.

Whatever you do, do NOT establish one of your first two



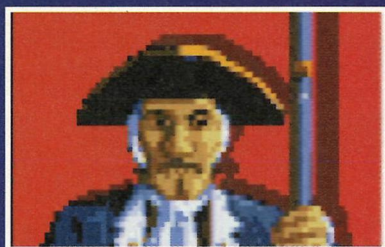


settlements away from the coast. Doing so prevents your ship from picking up valuable cargo to exchange for cash in Europe. You do not want to be wasting time building a wagon train this early in the game either (besides, you need roads for wagons to be effective). Also, don't worry about any possible overlap with existing native villages, as a Founding Father (Peter Minuit) will take care of this for you. No more annoying totem poles. Just make sure you select him early on, if you do have overlap.

You may find it profitable in the short term to establish a one-unit settlement dedicated to a particular resource. The best example of this is a colonist devoted to mining silver. In this way you can accumulate a fair amount of money early on. Replace your colonist with an Expert Silver Miner when you get the chance.

Choosing your mates

Okay, you've set up two villages and you've just returned to Europe with some fur pelts and sugar cane. Selling these should give you enough to recruit a colonist, and hopefully there will be another waiting for you on the docks at no cost. At this stage of the game you cannot afford to be fussy – Petty Criminals are never more valuable than at this stage. Probably the most valuable unit that you can recruit early



on, however, is the Seasoned Scout. Grab this guy and many of your early problems will be solved. The second best choice varies, depending upon your situation.

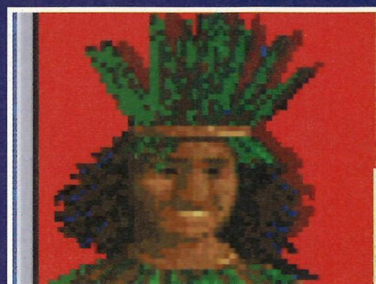
Second best pick is one of either the Hardy Pioneer, Farmer (Fisherman, if you have a dock built already), Lumberjack or Carpenter. Whoever you pick, you should NEVER choose a Petty Criminal, Servant, or free colonist over a skilled colonist. Even if you don't think you have a need for a Jesuit Missionary now, grab him anyway. All skilled colonists function as well as free colonists at their non-speciality, and when you need to placate the local natives, you'll have the Missionary on hand to do your bidding. In addition, your points total will be higher with specialists.

So why choose a Seasoned Scout? First off, with these units, you can begin to take advantage of the natives around you. Take your Seasoned Scout and move him to each and every native village you see. You'll either be told of surrounding lands, or be given some much needed gold. The bigger the native settlement, the more of one or the other you are given. With a

Seasoned Scout you'll be able to ring up thousands of gold pieces in a hurry, and find new spots to expand into at the same time. This will help you out tremendously early on.

Ideally, you'll be able to get a Seasoned Scout on your first trip to Europe. If not, then bring back as many recruits as you can (four if you're playing as the Dutch, two in all other cases). No matter what type of recruits they are, you can use them to establish new colonies in areas you have already explored.

Don't bother expanding an existing colony beyond a population of two – use whichever recruits you have to build new settlements. The only exception to this is the Seasoned Scout, for reasons explained previously. Remember, no one will provoke hostilities with you early on, so take advantage of all this goodwill by expanding like mad. This is all the more crucial at the Governor and Viceroy levels. However, take care not to crowd in several native villages with a number of your own, or they'll soon be demanding tributes from you. Skirmishes with native warriors are something to be avoided early on.



Colonization

Giving The Gam

Colonization

Hardy Pioneers, Farmers/Fishermen, Lumberjacks and Carpenters are good second choices because they allow you to develop natural resources and build the structures you'll need to turn your village into a mighty bastion of your empire. Hardy Pioneers are useful as you can cultivate a square around a settlement to be more productive, build roads, or use them as a cheap way to supply a settlement with 100 tools. If you have the time, you also may want to plough or clear the square you build a settlement on before founding that settlement. This way you'll always have a super-productive square automatically.

If you're in no hurry, do this with a Hardy Pioneer only, as regular pioneers aren't terribly quick.

Setting up shop

Productively harvesting the resources surrounding your settlements is your main goal, and building a dock and a warehouse right away is a big step towards accomplishing this.

The needs of your network of settlements will evolve, and the path this evolution takes is dictated by what you choose to construct, where, and when.

Building a dock allows you to fish, and thus use fishermen. Ocean squares aren't good for anything else, yet allow you to free up land squares for other things. Note that there is a design fault in Colonization: You can only fish ocean and lake squares, not rivers. Yet, if you place a fisherman over a river square in a settlement that isn't adjacent to a coast, you are told that you first need to build a dock. However, this structure isn't

available in settlements that aren't by a coast. A catch-22 that makes no sense. Simply put, don't place fishermen in your inland settlements that aren't by a lake.

Building a warehouse allows you to store more of the resources you are harvesting. In no time you'll be moving resources around in groups of 100, so warehouses quickly become a necessity.

After building a dock and warehouse, choose structures according to the resources around your settlement. Unless you're playing as the Spaniards and have thoughts of immediate conquest, avoid building a stockade or armoury right away. Your first priority should be to maximise the harvesting and processing of the natural resources surrounding your settlements.

The first thing I build is always the lumber mill, since that doubles the productivity of the builder. Move in colonists to make it size three, change to lumber mill and then move the extras to wherever they belong. Of course, I only build things in sites that I expect to be part of my permanent empire. One-person silver mines that I'm going to uproot later don't need any improvements.

One facet of colony development I have found limited in usefulness is that of cross production. Building churches to increase the number of crosses produced by your colonies will increase the rate at which Europeans seek to come over to the New World. But which Europeans? Petty Criminals and Indentured Servants are the most likely candidates. At the lowest two levels of difficulty, skilled colonists appear on the docks more often. Investing

the time to build churches (cathedrals are a long time coming, requiring a church and a settlement population of 16 – not the eight stated in the docs), and the colonists to staff them does not produce enough of a return at Governor or even Conquistador level. Better to roam with your Seasoned Scout – he'll find several Fountains of Youth (usually around the Incan population) that will have Europeans flooding to the docks faster than any priest will. Alternatively, stick Missionaries in most of the Indian villages around yours, pick de Las Casas as a Founding Father, and you'll have yet another source of free colonists. This last strategy works well if you're playing as the French and already have Pocahontas in your Congress.

Keeping up with the Joneses

Once you've developed your empire to the point where you have between five and 10 settlements (I've noticed that it takes fewer settlements to win in Colonization than in Civ) making the most of the resources around them, it's time to shift focus to eventual secession.

You could, of course, win through sheer brute force, but the name of the game is to found your own nation, which maximises your score. Besides, to keep your settlements growing, you have to maintain a balance between those in your colonies that favour secession with those still loyal to the Crown (Sons of Freedom vs. The Tories).

In order to declare independence before another European contingent, the majority of your colonists will have to be specialists.

This is more true at the higher levels. An easy way to accomplish this in the early phase of the game is to have your colonists visit Indian tribes to gain skills from them. Later on you should build a school (later a college/university) in one or two of your settlements that are within easy reach of the other settlements. You will then convert all your free colonists into the specialists you require. At first these will be Master Carpenters, Blacksmiths, Lumberjacks and Miners to build the larger structures faster, then Elder



Statesmen as you focus on increasing your liberty bell production, and finally Master Gunsmiths and Veteran Soldiers as you prepare to face the Royal Expeditionary Force (REF). At Governor level, liberty bell production is more important, necessitating a University earlier on.

I find that I don't use Blacksmiths and Miners much until near the end of the middle game. Up until then it's easier to buy cargos of tools, or the finished structure when the hammer part is done.

Of course, you'll never need to train an Ore Miner. The recruit price becomes higher than the 600 it costs to buy an Expert Ore Miner fairly rapidly, and I find myself with shipfuls of Ore Miners that I clear the speciality on and train as something else.

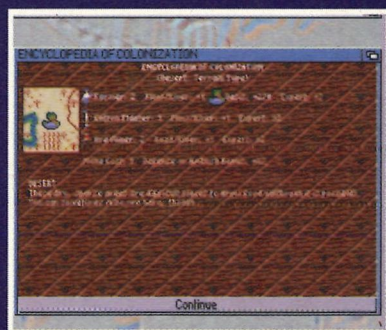
In terms of production, your ultimate goal is to be able to produce the war machines needed to defeat the REF. You can buy the ships and guns you need, but the more you buy, the more expensive they get. Eventually, the network of resources that generates your wealth will be interrupted by warfare and you'll need to be able to generate these items on your own.

The main problem in facing the REF is that you never know for sure where they will land. However, you can be sure of the following: The REF will always appear adjacent to a settlement on a coast. These units will not move on to another settlement until the one landed next to is taken over, and they will always attack a rebel settlement over units out in the open.

Therefore, before declaring independence, make sure that all your coastal settlements are defended by at least two cannons each, and are protected by fortresses (you will NOT last long with two cannons in a fort).

Keep your dragoons out of your settlements in order that they benefit from the ambush bonus against royal troops.

Lastly, make sure the Sons of Freedom percentage in all your coastal settlements is high (over 70%), as this will ensure you will get enough combat bonuses to defeat the tough REF troops. Send them packing for the ultimate Colonization experience.



Locking horns

Combat is very simple in Colonization. Hopefully, armed conflict will not be forced upon you, but you should be prepared if it is.

As stated previously, you should have your settlements most likely to be targeted, bolstered by a Fort, and stocked with at least two defensive units (a cannon and a dragoon).

A cannon is the most powerful unit on land, but is effective only in fortifications. A dragoon is useful to sweep up units weakened in their attack against the cannon. You can pick up plenty of extra colonists in this fashion.

Infantry units are not very effective in Colonization. Unless you are attacking an unarmed unit, it is best to use dragoons exclusively as your attacking weapon. Horses are basically free in Colonization, so you're better off with the cavalry.

Unless you are playing as Spain, I find it easier to leave the natives alone rather than build the resources needed to subjugate them. You don't need to be on the best of terms with the Indians, and they will likely be more concerned with another

European power than you. If you are on good terms with them, you can incite them against a neighbouring enemy, or gain extra colonists from them. I find the latter option less useful, as Indian converts are effectively free colonists that are limited to professions that only work the land.

Combat is extremely simple in Colonization. Always attack, as when you are out in the open, the attacker has the advantage. Also, before taking on the REF, make sure your liberty bell production is cranked up so that your forces benefit from a healthy Sons of Freedom percentage bonus when attacking (did I mention this already?).

The reason why you should never bother with infantry, other than the fact they are weaker than cavalry, is that you never have to! Horses are virtually free in Colonization!

Remember that Seasoned Scout you had roaming the countryside? Well, after you're done with him, put him to work in a settlement. You'll then have 50 horses which will breed to the capacity of your warehouse. Stables will increase the rate at which your horses breed.

Bring in a wagon to circulate the horses throughout your settlements, and before you know it you'll have 300 horses in each of your communities.

That's enough to be getting on with for now. You'll be able to find the remainder of this guide in the next issue of Amiga Action, so if you've got your hands on a copy of Colonization and it's driving you mental, it would make sense to get yourself down the newsagent's and order next month's mag now!

Colonization

Giving The Gam

SENSIBLE GOLF

With all the gaming world turning to Sensible's latest sports fest for enjoyment, we thought it was about time we gave out some handy golfing tips and talked you through some of the tougher holes

General tips

- 1 Shots from the sand traps require accurate timing more than anything else. The cut bar is so small that one mistake will leave you having to retake the shot and dropping a stroke.
- 2 Always check out the overhead view of a hole before each shot. If you can't see the green, how are you supposed to know what hazards stand in your way?
- 3 Water hazards are prevalent on most holes. In some cases the green is surrounded by the old H₂O, and one mistake could leave you in serious trouble. For this reason it is sometimes best to underpower your shot and come up short of a water hazard, rather than taking your life in your hands and attempting to clear it first time.
- 4 Love them or hate them, the trees pose a great threat to your

progress. A ball will automatically go out of bounds if it clips the tree tops, and another shot will be dropped. The tree trunks on the other hand will bounce the ball safely out of the way. In some instances a pitching wedge will clear a tree directly in front of you, but if you don't fancy risking it, hit the ball out sideways on to the fairway. This may mean a dropped shot, but it's better than incurring an Out of Bounds penalty.

5 Remember that you can change your club at any time. The computer automatically picks the club that is most capable of reaching the green when swung at full power, but that doesn't mean that another club can't do a better job.

6 The putting greens have numerous arrows on their surface to show you the contours of the land. These arrows can affect your putts quite dramatically, so be sure to compensate for this.



Made

Hole 2 - Par 4

A particularly tough hole due to the water and sand surrounding the green. It doesn't make too many odds where you put your tee-shot, although the right-hand fairway is far more manageable. Avoid the trees and your first shot will be successful, just as long as you don't overrun into the water. The second shot is also pretty important. Make sure you don't hit the water hazard, but don't worry too much if you hit the sand around the green. If you're on the green you have a birdie chance. If not, a simple chip shot should set you up for a par.



Hole 8 - Par 4

A difficult tee-shot which can be placed on either the left or right fairway. The right fairway is the one to go for here if it's simplicity you're after. The further up this stretch of closely-cropped grass you get, the easier your next shot is. The second shot should have enough power to clear the water hazard. If you reach the green here, all the better, but it's not that simple if you hit the water. If you're lucky enough to reach the green you can begin putting. There's a fine line between success and failure on these kind of holes.

ira Island

Some Particularly Tough Holes

These are a selection of the holes which have caused numerous headaches over recent weeks in the Amiga Action office. This is a rough guide to the safest route you can take. If you go off track from this guide then you're on your own unfortunately...

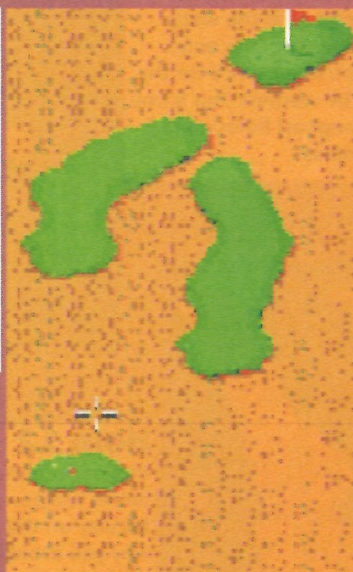


Hole 6 - Par 5

Don't be too intimidated by this hole, as in reality it's not that difficult. The water hazard in front of the tee can be avoided by hitting to the fairway to the left of it. The second shot should be played at just under full power to avoid the water hazard just before the green. Tap the ball on to the green and you'll have a putt for a birdie.

Hole 12 - Par 4

You may have noticed it's incredibly difficult to keep your score down as there are very few holes which can be birdied. This one is no exception. The sand is, well, everywhere, and one of the two tiny fairways will need to be hit to prevent an annoying bunker shot. Go for the left-hand fairway and you should be able to reach the green on the second shot. If not, you can only hope for par.



Hole 14 - Par 3

The safest bet here is to tee-off to the left-hand fairway, ignoring the temptation to just hammer it over the water. Then chip it on to the green and putt. This is another hole where it is best to concentrate on getting a par.



Hole 17 - Par 5

Yet another hole where trying to beat par could land you in serious trouble. Some risky shots could lose you valuable standings on the scoreboard. Keep to the right until you're in the safest possible position (usually before shot three), to chip over the water hazard. If you hit the bunker before the green, the best you can hope for is par. Even that's quite a feat to be honest.



SENSIBLE GOLF

Casablanca

Hole 6 - Par 3

It's a nightmare avoiding the trees and bunkers here, so tee off to the left, chip over the trees and pray you land on the green and not in the water hazard below it. This only leaves you one chance for the putt, so be warned. This is one of the toughest holes on any of the courses.



Hole 8 - Par 4

Without a doubt, this is the toughest hole ever! Tee-off towards the left of the trees making sure that it's not hit at full power to avoid going Out of Bounds. Your next shot should be hit over the water to land on the tiny piece of fairway. Hit your third shot over the water again and on to the green for a chance of reaching par.

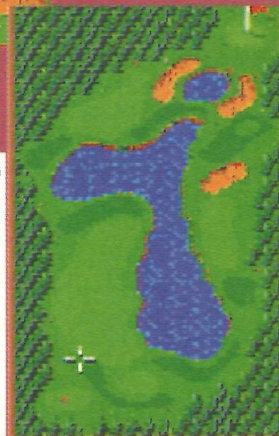


Hole 12 - Par 4

Hit your tee-shot at just below full power down the fairway on the right. This way you avoid hitting the pool of water situated halfway down. Chip the ball further towards the green over the water. If you hit it cleanly it may reach the green, giving you the chance of a birdie putt.

Hole 15 - Par 4

Hit the tee-shot on to the right-hand fairway. Then chip the ball towards the green, avoiding the bunkers and the small water hazard. This is the safest way of hitting the green and hopefully achieving a par.



Madrid



Hole 1 - Par 4

Erm, that's the thing with Sensible Golf isn't it? Some of the holes are repeated on different courses, so if you're struggling with this one, take a look at Casablanca hole 8. Hope this doesn't happen again.

Hole 16 - Par 4

Madrid isn't a particularly difficult course all in all, but this hole may cause a few headaches. Tee-off over the trees directly ahead of you and you should land to the left of the bunker, ending up just ahead of the water hazard. Chip over the water for a birdie attempt. One mistake on this hole will leave you in serious lumber.



Tenerife

Hole 4 – Par 5

Your tee-shot should be directed at the piece of fairway which contains the bunker just to the left of the trees. The next shot should be to the left of the water hazard so you can approach the green from the relative safety of the left-hand fairway, thus avoiding the bunker to the right.



Hole 9 – Par 5

Par fives are usually included to give you the chance of regaining dropped shots, but in Sensi there's no such luck. Gained shots anywhere are a bonus, and this is one of the toughest holes to try and come in under par. Avoiding the water hazards is nigh on impossible, but if you gauge your shots and choose not to clout everything at full power, it can be done.

Hole 12 – Par 4

An incredibly difficult par four due to the bunker and water hazards. It's best to tee-off to the left of the central water hazard, as this gives you a more direct shot at the green. If this is done properly, a birdie chance can be yours.



Dusseldorf



Hole 2 – Par 4

This hole should be tackled with great care. The tee-shot should be hit to the left and then you should chip on to the green avoiding the water hazard and the bunker. Due to the narrow fairway, this is easier said than done. Overhit the shot on to the green and you'll end up dropping a shot, so take it easy.

Hole 3 – Par 4

It's as beachy as they come, this hole. Your safest bet is to tee-off to the small piece of fairway to the left. Next, attempt to cross the sand and reach the green to putt for par.



Hole 10 – Par 3

Darn! It's happened again. Erm, look at hole 14 on Madeira Island. Sorry for the inconvenience, but the holes are repeated quite a bit aren't they? Hope you understand.

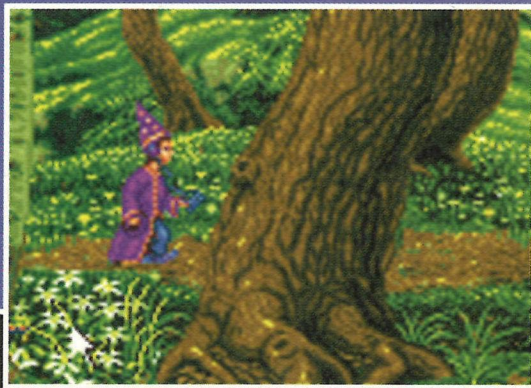
Giving The Gam

Simon The Sorcerer

Yes folks, it's classic GTGA time. They're always a popular feature and one of the most requested full solutions has to be Simon the Sorcerer. So, for all the readers who've phoned up and asked for it, here it is...

Part 1 The Staff

After the introduction, pick up the magnet from the fridge, then open the drawer and pick up the scissors. Leave the wizard's hut and find the bar. In the bar go to the back room and talk to the wizards until they send you on the quest for the staff. Returning to the main bar area, pick up the matches (on top of the fruit machine), and use the scissors on the dwarf sleeping by the machine. Having got his beard you should leave and find the blacksmith.



Pick up the rope and the clapper (the clapper is on the blacksmith's workbench). Leave and enter the woods. In the woods find the barbarian and talk to him. Help him out. Upon removing the thorn he will give you a whistle. Still in the woods, find the hole and talk to it. Basically keep talking to it until it talks about fossils, then leave.

Find the woodsmith. Talk to him until he gives you his metal detector. Go to the witch's house (don't enter) and move the well handle. Pick up the bucket and leave.

While walking from the witch's house you should see a tree stump on a T Junction. Take the right exit and it will talk to you. Attempt to walk right again and you will now be able to talk to the stump properly. Talk to it until the woodworm ask for some mahogany,



then leave. Go to the troll bridge, and after the sequence, talk to the troll until he tries to blow the barbarian's whistle. Pick up the placard and find the oaf.

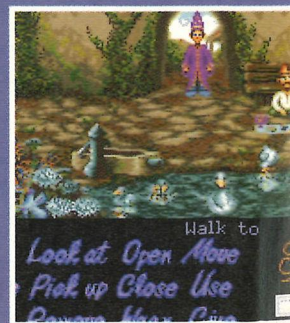
Talk to the oaf and suggest watering the beans. Return to this screen and pick up the beans. Return to the wizard's house. Go behind the cottage and use the beans on the compost heap. Now pick up the melon.

Find the bard and use the melon in the sousaphone. Another sequence will begin and you will find yourself with the sousaphone. Go to the mountains, visit the sleeping giant and use the sousaphone. He will make the tree into a bridge for you to cross.

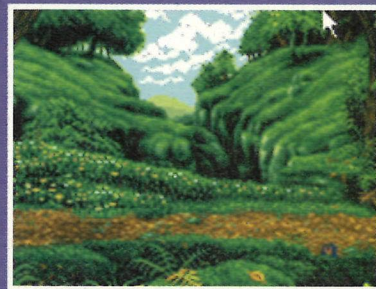
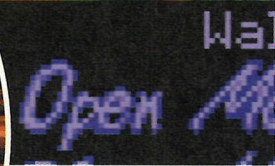
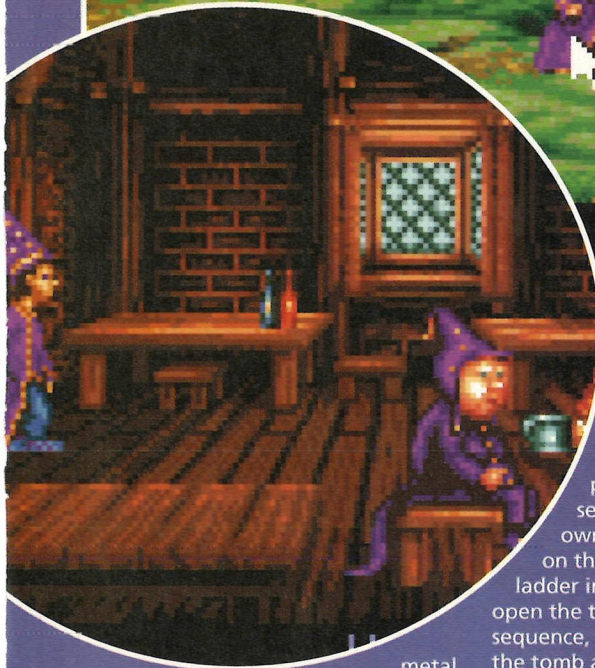
Using the map, find the screen with the fossil on it (Simon will say something automatically on this screen). Pick up the rock and look at it (to see if it is a fossil). Now go to the screen on the map which has a

blue circle on it and use the metal detector. Go back to the village blacksmith and use the fossil/rock on the anvil.

Go back to the man in the hole and give the fossil to the hole. Now tell the Doctor that you left the metal detector in the area where you found the fossil. Return back to the



Simon The Sorcerer



metal detector site and you will find the Doctor digging. Look at the dirt and then pick up the Milrith ore. Return to the woodsmith and give him the Milrith ore.

Visiting the blacksmith for the last time, use the Milrith ore with the anvil and then give the new axe head to the woodsmith. Find the druid's house (in the village, it has a wagon wheel and a ladder against the wall). Pick up the ladder, enter the house and pick up the cold remedy and specimen jar. Go to the dragon's cave, and after the sequence, quickly use the cold remedy on the dragon. Then pick up the fire extinguisher.

Go into the woodsmith's house, pick up the climbing pin (on the table), and use the fire extinguisher on the fire. Now move the hook to open the woodsmith's secret store and pick up the mahogany.

Return to the tree stump, talk to it about the mahogany and get the woodworm to become resident in your hat. Go to

Part 2 Subscription to the Wizards

You'll find out now that the wizards' previous promises turn out to have a catch. Simon has to pay a fee as well as complete the quest, so here goes.

Go to the low budget candy house, use the repulser on the chocolate truffle door, then enter. Pick up the smoke box and pick up the hat (not the witch's). Leave. Outside, use the smokebox and the matches and pick up the wax left behind by the bees in the hive. Return to the bar.

Talk to the barman about a drink (doesn't matter what type), and when he bends over, use the wax on the beer barrel behind him. He then takes the beer barrel outside, thinking it's empty, and gives you a beer voucher. Leave him and pick up the barrel which is outside.

Find the wise owl and talk to it. Pick up the feather he drops when he jumps. Now visit the dwarf mine. Outside the mine is a rock. Pick up

the rock and look at it to see the word 'beer'. This is the password to get in the mine. Wear the dwarf beard and enter the mine, remembering to say, "beer," as the password to get in.

Once in the mine, give the beer barrel to the guard. In the beer room, use the feather on the guard sleeping on the floor. He will turn over revealing a key. Pick up the key, leave the room and enter the left hand passage. In this next room, pick up the hook and use the key in the door. Enter this room. Offer the guard inside the beer voucher from your inventory and ask for some gems. He'll give you one (a gem, losers!).

Leave the mines and travel to the dragon's cave, but don't enter. Just above the cave opening is a boulder. Use the hook on it and walk to the boulder. On top of the cave use the magnet with the rope, then use the rope and magnet with the hole. (Do this three times).

You should have 24 coins now. Return to the village, talk to the dodgy geezer and give him the gem. Now you can return to the bar and give your hard-earned money to the group of wizards.



Simon The Sorcerer

Part 3 The Spell Book

Leave the bar and enter the shop. Pick up the hammer and pick up the white spirit. Visit the goblin village and pick up the paper (it's a shopping list). Give this to the village shopkeeper. Now go to the Swampling's house and open the door. After the sequence, consume the stew once then use the specimen jar with the stew. When the swampling leaves, move the crate and open the trap door. Go down.

Attempt to cross the plank. Now use the hammer on the plank. Cross over to Skull Island and pick up the frogsbane. Go to the gorge (the side with vines). Walk to the vines and talk to the Gollum fishing below. Offer him your stew and after the sequence you should get the ring.

Go back to the village shop and open the crate. Now you're off to the Goblin village.

Open the crate and then look in the boxes to find your spell book. Pick up the spell book, open it and you'll find a piece of loose paper. Pick up a rat bone (from the floor), use the paper in the door and then use the rat bone in the lock.

Pick up the paper (you'll find you have pushed the key on to the paper), and use the key on the lock. Open the door and enter.

Pick up the bucket then go downstairs. Talk to the druid, remove the ring and talk to him again. Keep talking to him until you have passed his demon test. Pick up the flaming brand and pick up the mints. Ask the druid for ideas and he will talk about turning into a frog at full moon. Use



the bucket on the druid. He will put it on his head. Use the flaming brand on the bucket (because there is a circle cut in the bucket and it will look like a full moon). After the druid has turned into Kermit, open the iron maiden and enter.

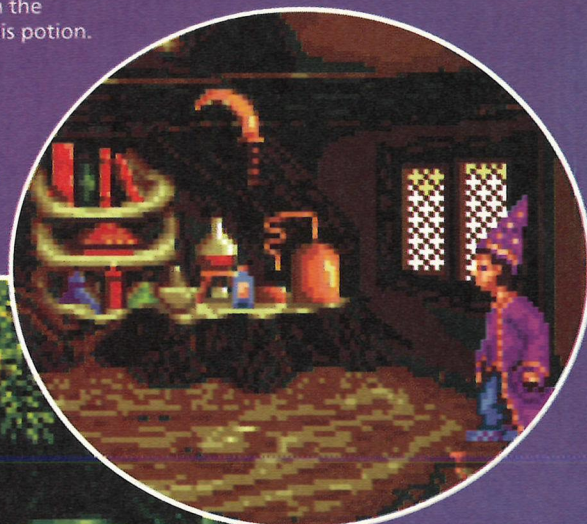
After the sequence, open the iron maiden again, pick up the hacksaw from the frog's mouth and use the hacksaw on the bars. Now leave.

Travel to the druid's house, talk to the druid and give him the frogsbane. You will get his potion.

mentions the pink splodge. Use the white spirit on the pink splodge and talk to the tree again. Go to the witch's hut and open the door twice. When in the hut, attempt to pick up the broom and fight the witch in the wizard's duel. You'll need luck to win, but don't say, "abracadabra". After you have won, pick up the broom, say, "abracadabra," and escape through the mousehole. Go back to the

Part 4 Magic Words

Go to the mountains and find the talking tree. Talk to the tree until it



mountains and find the cliff face with the missing pin. Use the climbing pin in the hole and then walk up the cliff. After the snowman has finished yelling, simply consume the mints and carry on to the castle. When the bridge has collapsed, use the broom. Now consume the potion. After Max has finished with you, keep walking left. Pick up a stone, leaf

and match (found in a bucket).

When on the screen with a tap, use the match with the lily and then use the leaf with the match. Now travel to the seeds, pick them up and use the stone on the seed to make oil. Go back to the tap and use the oil on it. Then use the dog hair on the tap and pick up the dog hair.

Travel to the other side of the puddle and pick up the tadpole. Not wanting you to hurt it, the frog will move and you can pick up the mushroom. Consume the mushroom to return to normal size.

Part 5 The Tower

Pick up the branch, open the door and enter. When the chest has finished the snowman impression, use the branch on it. Pick up the spear and shield, go downstairs, pick up the chest and then use it on the block. Move the handle to smash the crate and pick up the contents. Use the spear on the skull, then go upstairs twice and pick up the wand, sock, pouch and book.

Talk to the mirror. Go and look at the book, and use the sock and the pouch. Return downstairs and use the pouch with the mouse hole.

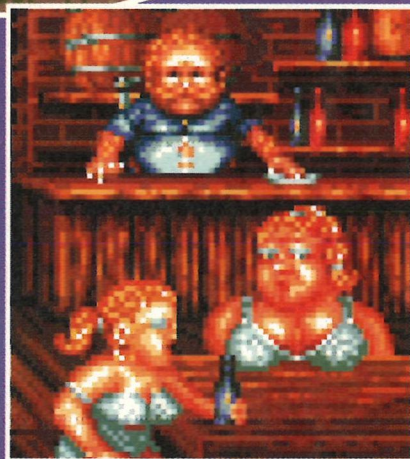
Go and talk to the demon by going upstairs twice. Also make sure you pick up the chemicals and the spell book. Look at the spell book, use the chemicals on the shield and use the shield on the hook.

Return downstairs and talk to the mirror. Go upstairs once more and talk to the demons again. Walk to the teleporter and tell it to take you to Rondor.



Part 6 Fiery Pits of Rondor

Talk to the attendant. He will give you some vouchers that you should look at. (You will get an elastic band.) Pick up a sapling and some pebbles. Use the sapling with the elastic band (to make a catapult). Use the catapult with the fire alarm and you are now free to carry on. Pick up the matches from the stall, cross the bridge and pick up the floor wax. Now you face Sorbid. Use the wand on Sorbid, the matches on the pits and the wand on the pits. Now use the floorwax and watch the end sequence!



The Mountains Map

Key

- | Next Screen
- X Fossil is found here
- Milrith is detected here



Further on:

Tree
Snowman
Sorbid's Castle
Climbing Pins

Simon The Sorcerer

Giving The Gam

Small Tips

Ah, good old Small Tips, the one section of the magazine always guaranteed to be chock full of handy hints, regardless of how bleak things are looking everywhere else...



This is quite obviously Darkstone and not Frontier, but we couldn't find a copy of Frontier to grab

Frontier: Elite 2

Timothy Dougan from Co. Down in Northern Ireland has sent in this handy tip for speeding up the missions in this follow-up to the massively popular Elite. If you are an Imperialist for example, and wish to carry low-paid messages, take the missions to Johoa and Vequess from Facerce. Land at Johoa, set your hyperspace to Vequess and launch before all the missions to Johoa have vanished. The local Imperial HQ will thank you for all of them. When outside the spaceport, the Imperials will continue to thank you. When they've finished, warp to Vequess. The Imperials will thank you for these missions too. You can do this for any number of messages as long as you leave the first spaceport early.

Another World

To enter these level codes you must die. Then press the C key when asked to press fire to continue.

Level 1 - EDJI
Level 2 - HICI
Level 3 - FLLD
Level 4 - EDIL
Level 5 - FADK
Level 6 - LDCI
Level 7 - ICAH
Level 8 - LDJI

Level 9 - LALD
Level 10 - KJIA
Level 11 - LFEK
Level 12 - FLAK
Level 13 - LAEA
Level 14 - FIEI
Level 15 - GABK
Level 16 - KCGB



Smaller Tips

ALFRED CHICKEN

On the title screen, type HELPMARK for a level select screen. Press (1-9) or (A-B) to select the level you want.

BLUES BROTHERS

On the character select screen, type WALLOO and the background screen will change to maroon. Press a number (1-6) then the space bar to go to the corresponding level.

ELITE

When the copy protection screen appears, type SARA for the first attempt. If you have a newer copy, type SUZANNE. Next you will have to enter the right code from the manual. Use the '.' key or the '*' key to alter the quantity of the arms and cargo.

GOAL

If you're unfortunate enough to have a player sent off, press the AMIGA key to bring up the substitute bench. Choose your new player and then the player who's just been sent off. Once this has been done you will see the sub come out but no player will leave the pitch.

JURASSIC PARK

Level codes, funnily enough...

2 - E54C67AA
3 - B5A48352
4 - D5F4AB62
5 - 95B48B42
6 - 85A4834A
7 - 85B48B42
8 - F54C6FAA
9 - C57C77B2
10 - D56C7FBA
11 - A5149F5A

KRUSTY'S SUPER FUNHOUSE

For infinite lives enter ZACHARY for the password. You can also go anywhere in the game. And here are some level codes:

1 - NELSON
2 - PATTIE
3 - MRPLOW
4 - MAGGIE

LEMMINGS: CHRISTMAS '94

FROST (1 PLAYER)

1 - CAJRLDNBCG
2 - IJRLDNCCCP
3 - NRLDNCINECF
4 - RLDNCEIECF
5 - LDNCAJVFCO
6 - DNCIJVLGCH
7 - NCANVLHDCE
8 - CINVLDNICN
9 - CAJRMNDJCP
10 - IJRMNDCKCI
11 - NRMNDNCALCF
12 - RMDNCINMCO
13 - MDNCAJVNCH
14 - DNCIJVMOCQ
15 - NCANVMDDPCN
16 - CINVMNDQCG

HAIL (1 PLAYER)

1 - CAJRLFNBDJ
2 - IJRLFNCCDS
3 - NRLFNCADDP
4 - RLFNCINEDI
5 - LFNCJAVFDR
6 - FNCIJVLGDK
7 - NCANVLFDH
8 - CINVLFNIDQ
9 - CAJRMFNJDS
10 - IJRMFNCKDL
11 - NRMFNCALDI
12 - RMFNCAINMDR
13 - MFNCJAVNDK
14 - FNCIJVMODD
15 - NCANVMFPDQ
16 - CINVMFNQDJ

FLURRY (1 PLAYER)

1 - CAJRLDOBEJ

2 - IJRLDOCCES
3 - NRLDOCADEP
4 - RLLOCINEEI
5 - LDOCAJVFER
6 - DOCIJVLGEK
7 - OCANVLDEHE
8 - CINVLDOIEQ
9 - CAJRMDOJES
10 - IJRMDOCKEL
11 - NRMDOCALEI
12 - RMDOCINMER
13 - MDCAJVNNEK
14 - DOCIJVMODE
15 - OCANVMDDPEQ
16 - CINVMDOQEJ

BLIZZARD (1 PLAYER)

1 - CAJRLFOBFM
2 - IJRLFOCCFF
3 - NRLFOCADFS
4 - RLFOCINEFL
5 - LFOCAJVFFE
6 - FOCIJVLGFN
7 - OCANVLHFHK
8 - CINVLFOIFD
9 - CAJRMFOJFF
10 - IJRMFOCKFO
11 - NRMFOCALFL
12 - RMFOCINMFE
13 - MFOCAJVNFN
14 - FOCIJVMOFG
15 - OCANVMFPFD
16 - CINVMFOQFM

PREMIER MANAGER 3

If you want or need more money, click on the phone and dial 343343. You will receive 1.5 million dabs in your account. Happy spending!

ROAD RASH

00000 00J00 102VS 21JUD
- PANDA 600
00000 00J01 113BT 22KDP
- BANZAI 750
00000 00R00 013VS 32RV4
- BANZAI 750
00000 00S20 117K5 33UV1
- KAMIKAZE 750
00000 01421 109GS 448VN
- SHURIKEN 1000

STREET FIGHTER II

Whilst in a two-player game, pause mid-fight and type 7KIDS. Once this is done the border will flash. Quit the current game and then restart the two-player game. For invincibility start a one-player game and place the cursor over Blanka. Type PATIENCE in slowly and the border will flash yellow. Now select your fighter. Press F10 at any time to reset your energy bar to full.

X-IT

02 - 033028
03 - 555925
04 - 567597
05 - 276614
06 - 517375
07 - 877535
08 - 829508
09 - 287682
10 - 221620
11 - 728441
12 - 640537
13 - 558170
14 - 170088
15 - 688631
16 - 450418
17 - 898476
18 - 095909
19 - 589611
20 - 394659

ADDAMS FAMILY

Various codes for starting points.
&1Y1M - 3 hearts
V1514 - Pugsley
V919B - Fester

ALIEN BREED '92

Level codes.

XXDFA
RTHAA
LAEEA
UYTTA
PPEAB

ALIEN BREED 2

More level codes.

2 - 353828
3 - 108383
4 - 370101
5 - 982822
6 - 847464
7 - 737373
8 - 928112
9 - 267364
10 - 193831
11 - 090921
12 - 309383
13 - 101221
14 - 103992
15 - 998112
16 - 125332
17 - 091233

BACK TO THE FUTURE 3

Type in the code on the corresponding level story for infinite lives.
1 - ROTTEN CHEAT
2 - LOUSY CHEAT
3 - LOW DOWN CHEAT

BORS BAD DAY

Selected level codes.

10 - XCKCKCKZPE
20 - VDPEFWNG
30 - SEAGGUPH
40 - QEAIVNJ
50 - NDPKIKWPL
70 - IDPONWPO
80 - GFFQPUNQ
90 - DEASQVPR
95 - CFFTRUOS
100 - BEAUSVNT

BUBBA 'N' STIX

Level codes

2 - T1QKPF7CMG
3 - PKMYGFFW7D
4 - 913XPD1LZ5
5 - 121FK75RJ

CANNON FODDER

At the start, or on completion of a mission, go to the save game option and enter JOOLS as a filename, whereupon your leader will

become an all-conquering four star general.

CHAOS ENGINE

Level codes with infinite money.

WORLD TWO -
GVVCH5DMS7#N
WORLD THREE -
V35076X657WH
WORLD FOUR -
6UCDXU25S7V2

CIVILISATION

Hold down [SHIFT] and type 123456789 for a complete world map which allows you to see enemy cities.

EPIC

Level codes.

2 - CEPHEUS
3 - APUS
4 - MUSCA
5 - PYXIS
6 - CETUS
7 - FORNAX
8 - CAELUM
9 - CORVUS

FLASHBACK

Level codes

Easy:

BACK
LOUP
CINE
GOOD
SPIZ

BIOS

HALL

Normal:

PLAY

TOIT

ZAPP

LYNX

SCSI

GARY

PONT

Hard:

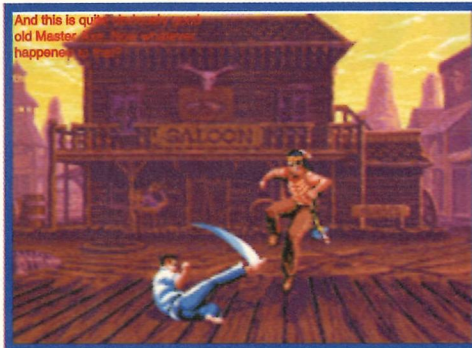
CLOP

CARA

CALE

FONT

Dungeon Master



And this is quite a bit more than the old Master did. You can even happen to be there.

Some undocumented spells for you to goggle at and drool over:
 YAA BRO ROS - Leaves a trail of footprints
 VI BRO - Shield poison
 DES IR SAR - Darkness
 FUL BRO NETA - Fireball shield
 OH KATH RA - Lightning bolt
 ZO - Open doors
 DES EW - Weakens non-corporal (undead) beings.
 Go to it kids!

Ultimate Soccer Manager

This handy money building tip has been kindly donated by Paul Coleman from Spridlington. When you're in the Premiership and are facing financial problems, sell one of your players using the Fast Sell option. If he's snapped up by a Conference side his valuation takes a serious nosedive. Now you should be able to buy him back for less cash, thus earning yourself a small profit. Pretty handy if you're struggling for cash.



Championship Manager '94

If one of your players is thinking of going abroad, fine him. You may have to do this more than once, but nine times out of 10 they will stay with your club. Play a 2-4-4 formation and pass the ball to feet. You will have more shooting chances this way. Here are a few handy additions to your team: Kevin Magee - Preston, Ade Akinbiyi - Norwich, Marcus Browning - Bristol Rovers. Finally, if you want piles of cash to buy players, then load in a two-player game. The team you want should be entered in player one. Now get the other player to buy all of your useless players for millions of pounds. Then resign player two and you'll have loads of money and you've already got rid of your useless players. Simon Davies from Kemnay is the cheating scamp who sent these in.



Small Tips

HASH FIBO TIPS

FRONTIER

If you select a system around 650 light years away from your position, you will get an in-range fuel reading. This allows you to make jumps of that distance, making things much easier on long hauls.

HISTORYLINE 1914-18

Level codes.

- 1 - PULSE
- 2 - GOOSE
- 3 - SPORT
- 4 - BIMBO
- 5 - TEMPO
- 6 - BARON
- 7 - BUMM
- 8 - LEVEL
- 9 - TOXIN
- 10 - PRINC
- 11 - CLEAN
- 12 - XENDON
- 13 - SIGNS
- 14 - HOUSE
- 15 - SIGMA
- 16 - SEVEN
- 17 - ZOMBI
- 18 - MOVES
- 19 - BLADE
- 20 - ZORRO
- 21 - STONE
- 22 - MOSEL
- 23 - ORDER
- 24 - SODOM

HUMANS

Selected level codes.

- 10 - MILESTONE
- 15 - RED DWARF
- 20 - SMART
- 25 - JIMS TIES
- 30 - MALCY MALC
- 35 - MAD FREDDY
- 40 - BANANA MOON
- 45 - VISION
- 50 - RANGERS
- 55 - CONSOLIDATED

60 - PROMISED LAND

- 65 - (Oh dear, can't be arsed with that one...)
- 66 - HELP ME
- 70 - NIN
- 75 - LORDS OF CHAOS
- 76 - NOW ITS DONE
- 77 - IM OUT OF HERE
- 78 - HERES TO A
- 79 - BETTER LIFE
- 80 - BYE BYE BYE

HUMANS:

JURASSIC LEVELS

- More of the same.
- 10 - 7 MILE WALK
- 15 - ITS TOSH
- 20 - ALAN B STARD
- 25 - IDONTLIKEBRAWN
- 30 - ALMANBURIE
- 35 - BABBLE
- 40 - NEED MORE
- 45 - POUCH
- 50 - GLUM
- 55 - DRAKEER
- 60 - HAVE A BREAK
- 65 - I LOVE ME
- 70 - PYTHON LEE
- 75 - FATEANDFORTUNE
- 80 - FOREVER

JIMMY WHITE'S SNOOKER

To watch Jimmy achieve a 147 break (not sure why you'd want to, like...), select Trick Shot mode and press [F7], then [F4] and [F1]. Then, when you hear a double click go to Demo mode...

KRUSTY'S FUN HOUSE

Level codes for this platform-type Simpson'em-up. Here we go then:
 2 - WHOAMAMA
 3 - FLANDERS
 4 - BROCKMAN
 5 - SIDESHOW

Smaller Tips

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SON *of Boggit*

**They say my words don't pay the rent,
Before you read them my money's always spent.
Well I don't know if baby that's true,
But I'm the Son of Boggit and I still want to help you**



MONKEY ISLAND: And then after I finished my 20th pint, I battered Mike Tyson

Rejoice readers, for not only have I escaped the foul-smelling Grundertrolley Palace sewer, but the evil Lord Albert Rankpants is dead! Yes, it's true!

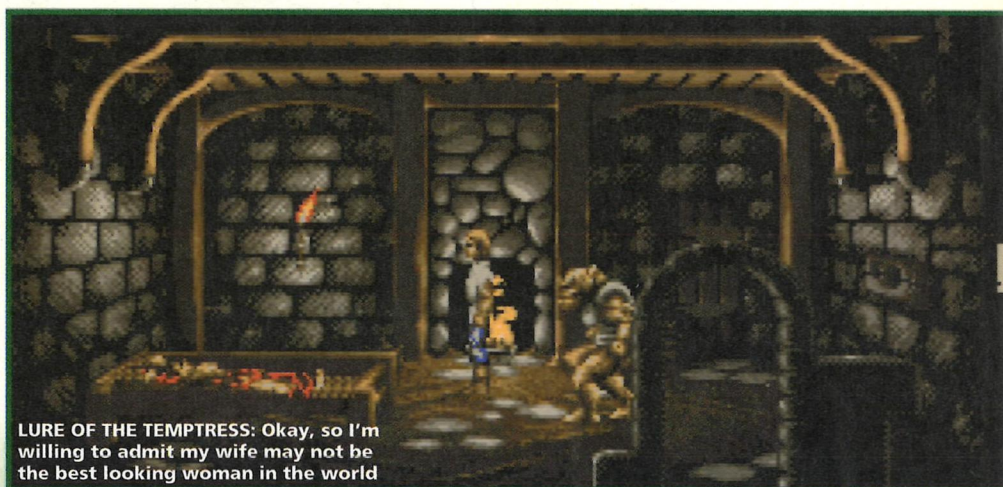
Having decided that my only means of escape from the palace lay at the end of the cramped 'stool tunnel' that ran beneath the dungeon, I crawled steadily onwards until I came across a metal grate fitted into the top of the sewer pipe. Light was streaming through the holes in the grate, and from above I could hear the excited babble of a group of people accompanied by the melodic strains of string instruments. It sounded as though a party was in progress, and regardless of the fact that I hadn't received a personal invite, I pushed upwards at the grate until I felt it budge. Then I carefully stuck my head through the round hole.

As my eyes became accustomed to the bright lights of the room, I gasped with awe as I took in the surroundings. I had obviously stumbled upon the private residence of Lord Rankpants himself, and I could only dream of the amount of money that had been spent on the wallcoverings and furniture.

I watched from my hiding place unobserved as I cast my eyes over the bejewelled and expensively dressed guests at the party. Siamese twins with a ball and chain clasped to the ankle of their one and only leg were strumming guitars in the corner of the room, but my attention was diverted by an enormous pile of silk cushions which covered virtually the whole of one side of the chamber. Lounging atop this mound of unnecessary opulence was an enormous, bloated man who was being fed a huge bunch of grapes by a scantily clad young maiden. The admiring yet fearful glances of the people in the room towards this figure, and the golden crown perched ridiculously on his head, assured me that this was none other than Lord Albert Rankpants himself.

I was unsure exactly how to proceed from here, but my dilemma was almost instantly solved. A weary wave from the hand of Rankpants caused the Siamese twins to cease their guitar playing. A hush fell across the room and a door in the far wall opened. A tall man wearing a cloak and a plumed hat strode purposefully into the room. He announced that it was cabaret time and that the stars of the show were to be Lord Rankpants' vicious school of fighting piranha fish and a small, unsightly Scottish gentlemen with no legs.

He clapped his hands together twice and I gasped as my old friend, Hamish 'Stumpy' McGregor, was dragged into the room by two huge guards. The tall man pressed a button on the wall and an unoccupied section of the floor began to disappear, revealing a large pool of clear water. I realised



LURE OF THE TEMPTRESS: Okay, so I'm willing to admit my wife may not be the best looking woman in the world

to my horror what was about to happen, but before I could even move, Stumpy had wriggled free of the guards' clutches and was making his way up the pile of cushions towards his captor. Rankpants was hardly able to move because of his great bulk, and a look of the utmost fear crossed his face as Stumpy reached out and grabbed him round his blubbery neck.

Heaving with all his might, my old friend managed to drag Rankpants from his perch, and as they fell they began to roll inexorably down the pile of cushions towards the piranha pool. Before the guards could intervene, these adversaries of old splashed into the water, drenching the whole gathering.

A brief pause ensued, then the water began to bubble, slowly at first, but then with gathering intensity until the pool had turned a deep red. Stumpy's head appeared above the surface only once, and I'm sure I saw a smile appear on his face before it disappeared once more.

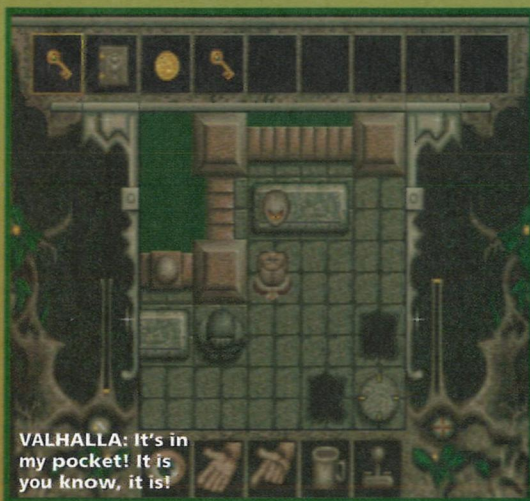
My joy at Rankpants' death is unfortunately tempered by the thought of my friend's horrific demise, and at this time of mixed emotions I think it is time my mind was elsewhere.

I am here to serve.

Lure of the Temptress



Q. Please can you help me. I have been stuck in Lure of the Temptress for over four months. I



VALHALLA: It's in my pocket! It is you know, it is!

am in the village after freeing Goewin. I know I have to find the dragon and that he lies beyond the Weregate. I also know I need herbs to put him to sleep, but I cannot open the Weregate or find these herbs. Please help me.

C. Whiriskey, Co. Galway

A The herb you need can be found in the flowerbed outside the forge. If you take this to the herb shop, Goewin will mix the potion for you. To get through the Weregate you first need to talk to the Barbarian in The Severed Arms. He will tell you the names of the gargoyles you need to speak to in the Weregate. If you try speaking to them they won't let you through because you're not a woman, so ask Goewin to help. Go back to the Weregate, tell her what to do, and the gates should then open.

Monkey Island

Q I am only 12 and I am stuck on the game Monkey Island. I am trying to get to the cannibals on the other side of the island. I know that the rowboat gets you across, but you need oars. The oars are down in a crack and I can find a piece of rope which gets you down the crack a little bit, but you need one more piece of rope which is in the dead corpse's hand. Does the monkey have anything to do with getting the rope for you? I've tried making him follow me by giving him a banana. He follows me a bit but then he stops and goes off. Please, please help me.

Richard Power, Waterford

A To get to the oars you need two pieces of rope Robert. One can be found to the north of the volcano at the fort, and the other can be found by the pond after you have observed the dam. When you have both pieces, go to the crack and use one of them on the tree. Then go over to the stump and use the rope on this. Head over to the wall now and pick up everything, including the oars.

Valhalla

Q Please help me if you can. I am stuck on Level Three of Valhalla

SON of Boggit

and the Lord of Infinity. I can get into the other room by drinking the sight potion and pick up all the hidden things, but that's as far as I can get. Also, is there another way to get the toffees, or rather get more toffees? I am sure there is an easy way of doing it but I get so frustrated that I just give up.

Loraine Goulsbra, Market Rasen

A Once in the other room, put the seeds in the bowl of soil. Now use the water tap next to the bowl, and the seeds will turn into a flower. Put this bloom in the vase in the first room and pick up the ring and the poetry that appear. If you go back to the other room and put the ring on the Altar of Dispute you will be given a white dove. Pick this up and go back to the first room again. Stand facing the river keeper and look at the dove in your inventory. He will now let you cross the river. I hope that has cleared things up for you. Oh, by the way, you should find plenty more toffees later on in the level.

Future Wars

Q Help! Please! I have been stuck on "Future Wars: Time Travellers" since the day I bought it. I have entered the building at the start, soaked my boss and collected a plastic bag, a can of insecticide, a key (under the carpet), a little flag and a sheaf of blank paper. I have also discovered a typewriter with '40315' imprinted on the ribbon and an empty cupboard next to the typewriter. What should I do next?

Chris Carchrie, No address

A When you entered the room where you found the typewriter you should have noticed a map on your right. If you go to the map and examine it you'll get a copy of it in the upper left-hand corner of the screen. Look for a little hole in the map and place the flag in it. The wall will now slide open, revealing a passage.



INDY: Touch that once more and I'll push you in the water mate!



Cruise for a Corpse

Q I'm stuck in Cruise for a Corpse. I have tried everything but I can't get into the hold. And where can I find the screwdriver? Please help me Boggit, this game is driving me crazy.

Morten Berg, Norway

A At 4.40pm, go to the kitchen, pick up the can opener from the unit in the middle of the room and locate a hatch which is in the floor in front of the sink. Open this hatch, hoist yourself down and you'll find that you're in the hold. As for the screwdriver, you can find it at 4.50pm by walking to the engine room and looking on top of the can at the side of Butler's cabin.

Indy and the Last Crusade

Q Please can you help? I am stuck on Indy and the Last Crusade. I can't find Hitler anywhere, and he needs to sign my pass to get through the German border. Please could you help me? I've looked through every cheat mag imaginable.

David Sherratt, Birkenhead

A Once you have arrived in Berlin, Elsa will give you the Grail Diary back. It should then only be a matter of time before Hitler appears. Give him the pass now and he

will sign it for you. If you arrive at the border without the pass, you will have to go back to Berlin.

Theme Park

Q Here is a cheat for Theme Park, and I know it works because I tried it. Type in your name as MARK LAMPORT and your nick-name as MARKL, and during a game press the following keys:
C for unlimited money
CTRL Z for all shops
SHIFT Z for all features
ALT Z for all rides.

Michael Creasey, Lincoln

A Yet more Theme Park cheats seem to be heading this way. Thanks very much for that one Michael.

Well, Rankpants and Stumpy are gone, but what about the Woonsocket Diamonds? As soon as I've finished writing this, and all the screaming and hysteria from above my head has died down, I think I'll pull myself up into the royal chamber and have a good look around for these precious gems.

I expect the place will be in turmoil after what has just happened, so this is probably the best chance I'll get to steal the diamonds and escape safely. Wish me luck readers.

Until next time, farewell!

The Son of Boggit regrets that he is unable to enter into personal correspondence.

Send your queries (and tips if you like) to: Son of Boggit, Lord Albert Rankpants' Private Residence, c/o Amiga Action, Media House, Adlington Park, Macclesfield, SK10 4NP

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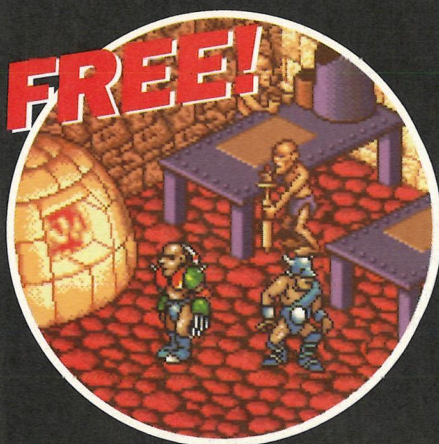
UFO

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RRP £34.99 AA RATED 92%

MicroProse's huge strategy game puts you in the hot seat as the world comes under attack from an alien invasion

HEIMDALL II

RRP £34.99 AA RATED 91%
The follow-up to the classic Viking adventure takes you once again into the Nordic Landscape of arcade adventure



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Get a life!

The Get a life-enheimer moves into a new phase this month with a kraaaaazeee look at some cards. Oh yes, but not just any cards... very special magic cards which are, like, a game with wizards and stuff. Yes, and there's more. Videos and, well, just videos. Really...

MAGIC The Gathering™

Wizards
OF THE COAST

MAGIC - THE GATHERING

£5.99 for starter pack and
£1.99 for booster packs

Something a little different this month, as we try our hand at a bit of a card game. No ordinary card game mind you, it is, to be frank, a damn confusing and sometimes time consuming trek through loads of mysterious lands and territories. Or something like that.

Magic's creator, Richard Garfield, and the tiny company, Wizards Of The Coast, released this complex card game on to an unsuspecting world in 1993, and since then its creator has become a multi-millionaire. Wizards Of The Coast has also now become a major league success with a huge annual turnover. It's been a rollercoaster ride to the heights of wealth and success.

Two players, wizards if you like, are battling for control of the plain of Dominia no less. Each player begins with a deck of 40 cards - Lands, Spells, Monsters and Instants - and this is where things may become a little confusing.

From the well shuffled deck, each player must take seven cards. The Land cards are important throughout, as they allow you to cast spells and set creatures on your opponent. To begin, a player must take a card from his deck and play it before the next player has a turn.

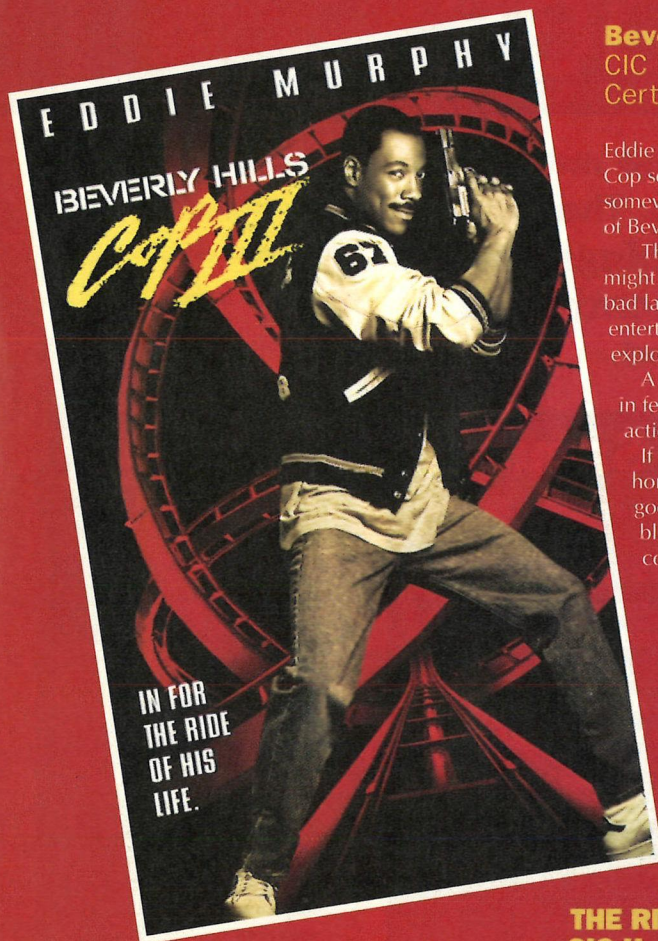
The Land cards come in five different colours, determining which spells or monsters you can unleash. Each attacking card in the deck has its own attacking and defending strengths, which can of course be countered by the opponent if they have some attacking/defending cards in play.

Your wizard has 20 points of energy to begin with, and the general idea is to sap your opponent's strength by attacking him and inflicting as much damage as possible. For example, a Ball Lightning attack requires three red lands to be placed down before it can be unleashed. This attack inflicts six points of damage unless countered, and can only be used once.

Each card has its own individual characteristics, so this is where the tactics come into play. It's best to learn as you play, and once you've sussed it all out, Magic - The Gathering is an absorbing game which can last anywhere from a mere five minutes, upwards. And what's more, there are several other packs of cards to keep things ticking along and adding new tangents to an already complex game. Top Trumps it ain't!

For further information call 01345 125599.





Beverly Hills Cop III

CIC Home Video

Cert 15: Out September to buy £10.99

Eddie Murphy returns for what must surely be the last part of the Beverly Hills Cop series. As 'wise-cracking' Detroit detective Axel Foley, he is once again somewhat unrealistically called upon to solve a case in the upmarket district of Beverly Hills, much to the despair of long-serving Inspector Todd.

The first two films were decent Friday-night-in fodder – not what you might call challenging – and this is pretty much more of the same. Action and bad language is the order of the day, coupled with a fast-paced and entertaining storyline that twists and turns its way to the now mandatory explosive climax.

A Theme Park is the setting (Disneyland refused to let Murphy film there in fear of being shown in a bad light), and the stunts are enough to keep action fans happy.

If you enjoyed the first two you'll know what to expect with this. To be honest, it's hardly going to win Oscars for its depth of storyline, but it's good, harmless fun nonetheless. That is unless you're one of those blandsters who thinks cartoon-like violence and outrageous language corrupt young minds.

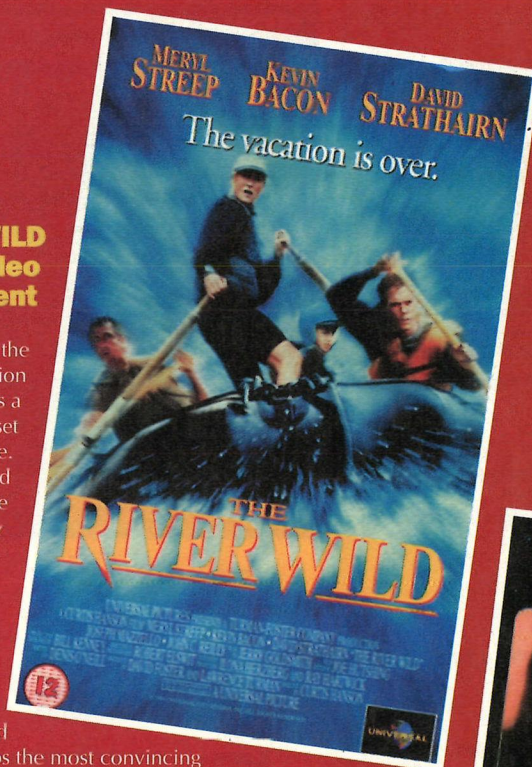
THE RIVER WILD CIC Home Video Cert 12: Out September to rent

If forced to sit and think about it carefully, few people would come up with the names Meryl Streep and Kevin Bacon as likely frontline actors for an action adventure film. Fortunately for both of them, director Curtis Hanson has a different view, and frontliners they are in this aquatically set good guys/bad guys chase.

Streep and her kids leave daddy at home and embark upon a raft based camping holiday on an idyllic river in a beautiful mountainous region. Before setting off they befriend fellow traveller Bacon and his buddy, who instantly takes a shine to the, um, mature Streep.

Our Meryl begins to tire of Bacon's constant attentions, and suspects he isn't the top bloke her kids believe him to be. Her suspicions are confirmed when, after constantly failing to shake off the two strangers, the family are forced into confrontation. They learn that the two are in fact on the run from a robbery with a bundle of cash, and need experienced rafter Streep to guide them through some notoriously dangerous rapids to freedom.

And from here on out it's threaten, chase, run away, catch, threaten and chase as the action unfolds on the river of ever increasing speed. Not perhaps the most convincing baddie, Bacon nonetheless snarls and snaps his way through the film as his true character emerges, and the muscle-bound Streep is solid as always in what proves to be an enjoyable, if ultimately predictable film.

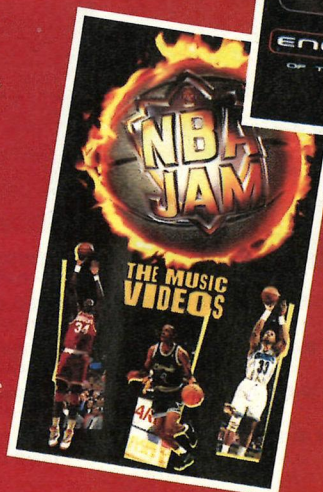
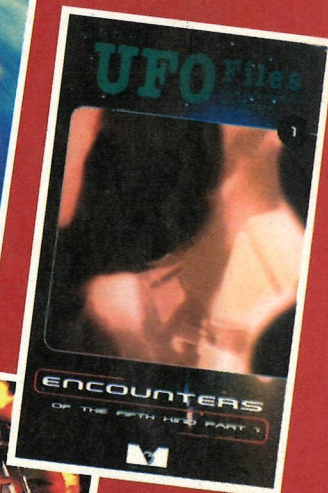
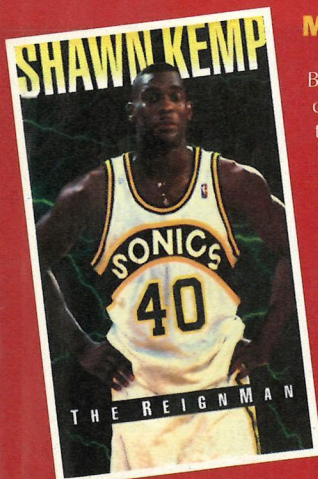


More vids!

Basketball videos are flavour of the month at the moment, and Fox Video is continuing to cash in on NBA fever in Great Britain with two new releases this month. Tied in with the unbelievably popular NBA Jam arcade game, NBA Jam – The Music Videos features some toe-tappingly good tunes from the likes of C+C Music Factory, Luther Vandross and Gloria Estefan, all set against a backdrop of some spectacular basketball action featuring superstars like Patrick Ewing, Hakeem Olajuwon and Shawn Kemp.

This rather neatly brings us on to the other Fox release, Shawn Kemp – The Reignman, which basically is a day in the life of the NBA starlet, following his meteoric rise to fame from high school prodigy to the Seattle Sonic's hottest property.

Finally this month is File One of The UFO Files – Encounters of the Fifth Kind. This is the first of a five part series dealing with the evidence which links the US Government to a multi-million dollar cover up. Each release will cost £10.99, and the first part should be available now. Sounds good to us.



Superleagues

And so to that very special place in the magazine which you all hold dear in your hearts. The Superleagues, those bastions of all things noteworthy where history is made each month. And where AA staff fall unconscious, bored.

Arcade Adventure

- 1 **FIRST SAMURAI**
Mirrorsoft
- 2 **ROBOCOP 3**
Ocean
- 3 **D/GENERATION**
Mindscape
- 4 **SECOND SAMURAI**
Psygnosis
- 5 **HUNTER**
Activision
- 6 **ANOTHER WORLD**
US Gold



- 7 **JURASSIC PARK**
Ocean
- 8 **HEIMDALL**
Core Design
- 9 **THE IMMORTAL**
Electronic Arts
- 10 **GOLD OF THE AZTECS**
US Gold
- 11 **CADAVER**
Renegade
- 12 **MOONSTONE**
Mindscape
- 13 **CORPORATION + MISSION DISK**
Core Design
- 14 **LITIL DIVIL**
Gremlin
- 15 **SPACE CRUSADE**
Gremlin
- 16 **HERO QUEST + DATA DISK**
Gremlin
- 17 **ASHES OF EMPIRE**
Mirage
- 18 **CYBERCON III**
US Gold
- 19 **SWORD OF HONOUR**
DMI
- 20 **LORDS OF TIME**
Software Business

Adventure

- 1 **VALHALLA/BEFORE THE WAR**
Vulcan
- 2 **MONKEY ISLAND 2**
US Gold
- 3 **INDY/FATE OF ATLANTIS**
US Gold
- 4 **BENEATH A STEEL SKY**
Virgin



Second Samurai

Psygnosis 87% Issue 52

A superb blend of beat'em-up and arcade adventure set over a massive playing arena. Loads of bosses and hidden bonuses ensure that the game never fails to surprise or impress. Its predecessor promised an awesome sequel so it was only slightly disappointing to find that this is only 'fairly' great.



- 5 **STAR TREK**
Interplay
- 6 **SIMON THE SORCERER**
PDQ
- 7 **DREAMWEB**
Empire
- 8 **LEGEND OF KYRANDIA**
Virgin
- 9 **LURE OF THE TEMPTRESS**
Virgin
- 10 **SECRET OF MONKEY ISLAND**
US Gold



- 11 **CURSE OF ENCHANTIA**
Core Design
- 12 **RISE OF THE DRAGON**
Dynamix
- 13 **DARK SEED**
Cyberdreams
- 14 **BLOODNET**
Gametek
- 15 **THE CLUE**
Black Legend

- 16 **LABYRINTH OF TIME**
Electronic Arts
- 17 **MADDOG WILLIAMS**
Game Crafters
- 18 **INDY/LAST CRUSADE**
Lucasfilm
- 19 **KGB**
Virgin
- 20 **MEAN STREETS**
US Gold

Shoot'em-up

- 1 **CHAOS ENGINE**
Renegade
- 2 **DESERT STRIKE**
Electronic Arts
- 3 **SKELETON KREW**
Core Design
- 4 **TOWER ASSAULT**
ATeam 17
- 5 **GUARDIAN**
Acid
- 6 **ALIEN BREED 2**
Team 17
- 7 **BANSHEE**
Core Design
- 8 **PROJECT-X**
Team 17
- 9 **ALIEN BREED '92**
Team 17

- 10 **ALIEN BREED '92**
Team 17
- 11 **BLOOD MONEY**
Psygnosis
- 12 **ALIEN BREED**
Team 17
- 13 **JUNGLE STRIKE**
Ocean



- 14 **TURRICAN 3**
Renegade
- 15 **SEEK AND DESTROY**
Mindscape
- 16 **WALKER**
Psygnosis
- 17 **SILKWORM**
Virgin
- 18 **SWIV**
The Sales Curve
- 19 **TURRICAN 2**
Rainbow Arts
- 20 **OVERKILL**
Mindscape

Sports Simulation

- 1 **SENSIBLE WORLD OF SOCCER**
Renegade
- 2 **SENSIBLE SOCCER**
Renegade
- 3 **GOAL**
Virgin
- 4 **SPEEDBALL 2**
Renegade
- 5 **MAN UTD: THE DOUBLE**
Krisalis
- 6 **FOOTBALL GLORY**
Kompakt
- 7 **PRO TENNIS TOUR 2**
Ubi Soft
- 8 **MAN UTD LEAGUE CHAMPS**
Krisalis
- 9 **PGA EUROTOUR**
Ocean





Tower Assault

Team 17 91% Issue 65

It's the best Alien Breed game to date, borrowing aspects from both its prequels to create yet another superblast. The atmosphere and gameplay make this well worth buying even if you've seen AB in all its other guises. A little bit too tricky at the outset maybe, but this is a slight blemish on an otherwise superbly presented game.



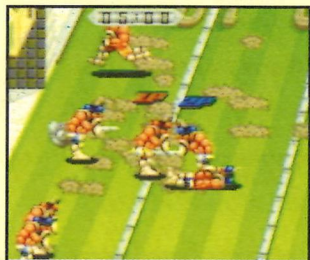
SWOS

Renegade 95% Issue 66

The game that has become synonymous with the Amiga was taken apart and smoothly put back together with a simple but effective management aspect squeezed in. With slightly enhanced playability and the chance to play as one of hundreds of teams from around the world, it is without doubt the ultimate sports sim.



- 10 **JOHN MADDEN**
Electronic Arts
- 11 **ULTIMATE SOCCER MANAGER**
Impressions
- 12 **PGA TOUR GOLF + DATA DISK**
Electronic Arts
- 13 **PREMIER MANAGER**
Gremlin
- 14 **PREMIER MANAGER 2**
Gremlin
- 15 **PLAYER MANAGER 2**
Anco
- 16 **GRAHAM GOOCH CRICKET**
Audiogenic
- 17 **PREMIER MANAGER 3**
Gremlin
- 18 **MICROPROSE GOLF**
MicroProse
- 19 **ON THE BALL**
Daze



- 20 **WORLD CLASS RUGBY**
Audiogenic

Flight Simulation

- 1 **REACH FOR THE SKIES**
Virgin
- 2 **FLIGHT OF THE INTRUDER**
Mirrorsoft
- 3 **GUNSHIP 2000**
MicroProse



- 4 **FALCON & MISSION DISKS 1 & 2**
Mirrorsoft
- 5 **TFX**
Ocean
- 6 **TORNADO**
Digital Integration
- 7 **F117A**
MicroProse
- 8 **COMBAT AIR PATROL**
Psygnosis
- 9 **B17 FLYING Fortress**
MicroProse
- 10 **OVERLORD**
Virgin

- 11 **DOGFIGHT**
MicroProse
- 12 **THUNDERHAWK**
Core Design
- 13 **F-19 STEALTH FIGHTER**
MicroProse
- 14 **THEIR FINEST HOUR + DATA DISK**
Lucasfilm
- 15 **F-16 COMBAT PILOT**
Digital Integration
- 16 **A320 AIRBUS USA**
Thalion
- 17 **BATTLEHAWKS 1942**
Lucasfilm
- 18 **FIGHTER BOMBER**
Activision
- 19 **A320 AIRBUS**
Thalion
- 20 **A-10 TANK KILLER V1.5**
Sierra

Racing

- 1 **SUPER SKIDMARKS**
Acid Software
- 2 **TURBO TRAX**
Arcane
- 3 **SKIDMARKS**
Acid Software

- 4 **LOTUS ESPRIT TURBO CHALL**
Gremlin
- 5 **BUMP N BURN**
Grandslam
- 6 **FORMULA ONE GRAND PRIX**
MicroProse
- 7 **SUPERCARS 2**
Gremlin
- 8 **ROADKILL**
Acid Software
- 9 **LOTUS TURBO CHALLENGE II**
Gremlin



- 10 **ATR**
Team 17
- 11 **POWERDRIVE**
US Gold
- 12 **OVERDRIVE**
Team 17
- 13 **STUNT CAR RACER**
MicroStyle



Valhalla

(and Valhalla: Before the War)
Vulcan Software 94%
Issues 59 & 66

Possibly the most instantly captivating game ever to come into the Amiga Action office. Not only is the speech amazing, but the fluidity with which the character moves is superb too, though the graphics could perhaps have been a touch brighter. Very tricky to finish, but easy to get into.



Super Skidmarks

Acid Software 92% Issue 70

No sooner has Turbo Trax superseded Skidmarks as the number one racing game, than the next effort from Acid comes along and reclaims top spot. There's more of the same furiously out of control racing and some great new features too.





Mortal Kombat II

Acclaim 93% Issue 66

Opinion in the office is divided, but by a hair's breadth this comes out as the best beat 'em-up on the Amiga. It's fast, difficult and tremendous fun to play, with a fluidity of movement that is seldom seen. If there has to be a gripe it is the excessive disk swapping and inability to install it to a hard drive.

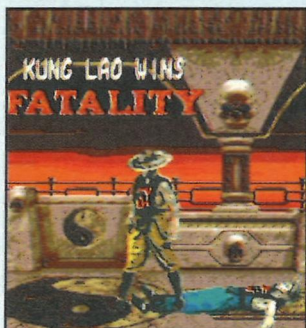


- 14 **NO SECOND PRIZE**
Thalion
- 15 **NITRO**
Psygnosis
- 16 **LOTUS III**
Gremlin
- 17 **LAMBORGHINI**
Titus
- 18 **F17 CHALLENGE**
Team 17
- 19 **MICRO MACHINES**
CodeMasters
- 20 **JAGUAR XJ220**
Core Design

- 5 **BODY BLOWS**
Team 17
- 6 **BRUTAL: PAWS OF FURY**
Gametek
- 7 **PANZA KICK BOXING**
Futura
- 8 **TORVAK THE WARRIOR**
Core Design
- 9 **BODY BLOWS GALACTIC**
Team 17
- 10 **BUDOKAN**
Electronic Arts
- 11 **ELFMANIA**
Renegade
- 12 **STREETFIGHTER II**
US Gold
- 13 **ORIENTAL GAMES**
Unknown
- 14 **AFTER THE WAR**
Dynamic
- 15 **VIGILANTE**
US Gold
- 16 **WRATH OF THE DEMON**
Readysoft
- 17 **SHADOWWARRIORS**
Ocean
- 18 **FINAL FIGHT**
US Gold
- 19 **NINJA WARRIORS**
Virgin
- 20 **????????????**
??????

Beat'em-up

- 1 **MORTAL KOMBAT II**
Acclaim
- 2 **MORTAL KOMBAT**
Virgin



- 3 **SHADOW FIGHTER**
Gremlin
- 4 **IK+**
System 3

Strategy

- 1 **SIMCITY 2000**
Maxis
- 2 **SETTLERS**
Kompert
- 3 **CIVILISATION**
MicroProse

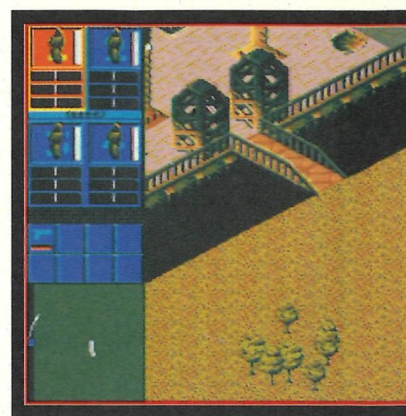
- 4 **THEME PARK**
Electronic Arts
- 5 **UFO**
MicroProse
- 6 **DETROIT**
Impressions
- 7 **POWERMONGER + DATA DISK**
Electronic Arts
- 8 **UTOPIA + DATA DISK**
Gremlin
- 9 **MEGA LO MANIA**
Mirrorsoft
- 10 **COLONISATION**
MicroProse
- 11 **POPULOUS II**
Electronic Arts
- 12 **DUNE II**
Virgin
- 13 **K240**
Gremlin
- 14 **PIRATES! GOLD**
MicroProse
- 15 **CAESAR**
Impressions
- 16 **SABRE TEAM**
Krisalis
- 17 **REUNION**
Grandslam



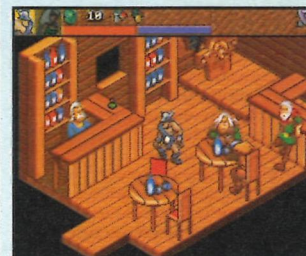
- 18 **D-DAY**
Impressions
- 19 **LORDS OF THE REALM**
Impressions
- 20 **GLOBAL EFFECT**
Electronic Arts

Arcade Strategy

- 1 **CANNON FODDER**
Virgin
- 2 **FRONTIER - ELITE 2**
Gametek
- 3 **LIBERATION**
Mindscape
- 4 **ELITE**
Rainbird
- 5 **SYNDICATE**
Electronic Arts
- 6 **SPACE HULK**
Electronic Arts



- 7 **ARMOUR-GEDDON**
Psygnosis
- 8 **DYNABLAST**
VBI
- 9 **THE KILLING CLOUD**
Mirrorsoft
- 10 **HEIMDALL 2**
Core Design



- 11 **CANNON FODDER 2**
Virgin
- 12 **FLAMES OF FREEDOM**
MicroProse
- 13 **HIRED GUNS**
Psygnosis
- 14 **STARGLIDER 2**
Rainbird
- 15 **THEATRE OF DEATH**
Psygnosis
- 16 **STORM MASTER**
Silmarils
- 17 **SPECIAL FORCES**
MicroProse
- 18 **NORTH AND SOUTH**
Infogrames
- 19 **WAR IN THE GULF**
Empire
- 20 **PIRATES**
US Gold

Platform

- 1 **LION KING**
Virgin
- 2 **ALADDIN**
Virgin
- 3 **JAMES POND 3**
Millennium
- 4 **RUFF 'N' TUMBLE**
Renegade
- 5 **FLASHBACK**
US Gold
- 6 **SOCCER KID**
Krisalis
- 7 **PUTTY SQUAD**
System 3
- 8 **BUBBLE N SQUEAK**
Audiogenic
- 9 **SUPERFROG**
Team 17
- 10 **NAUGHTY ONES**
Kompert



Sim City 2000

Maxis 93% Issue 65

Unfortunately this classic needs an absolute monster of an Amiga to run, but those who have the technology are treated to a superb looking, enticing, involving and completely enthralling strategy epic that tests your management skills to the limit. The game is so open ended that it could literally last you for years.





Syndicate

Electronic Arts 93% Issue 47

Due for a resurgence on budget despite still adorning the shelves of most shops almost two years after release, *Syndicate* remains one of the best games of its type. 'Vicious' is the best way to describe it, though 'brutal' runs that a close second. Compelling from start to finish, with detailed graphics, and absorbing sound and gameplay.



World of Lemmings

Psygnosis 87% Issue 67

After countless incarnations the *Lemmings* returned for another bout of attempted suicide, only this time they were bigger. Hailed as a throwback to the simplicity of the original, the All New World offers little in the way of originality but more than enough scope for *Lemmings* fans to wet themselves all over again.



Aladdin

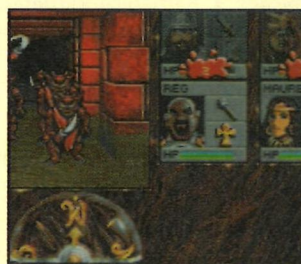
Virgin 92% Issue 65

Any doubts about the possibility of converting such a visual treat to the Amiga are soon dispelled as the game weaves its magic spell. You'll be humming the signature tune within minutes and falling over yourself to play it time and again. The atmosphere of the film has been faithfully re-captured, thanks to the ultra-smooth animation and excellent gameplay.



Role Playing

- 1 **AMBERMOON**
Thalion
- 2 **DUNGEON MASTER**
Psygnosis
- 3 **CHAOS STRIKES BACK**
Psygnosis
- 4 **EYE OF THE BEHOLDER II**
US Gold
- 5 **LEGEND**
Mindscape
- 6 **KNIGHTMARE**
Mindscape
- 7 **ISHAR 3**
Daze



- 8 **AMBERSTAR**
Thalion
- 9 **BLACK CRYPT**
Electronic Arts
- 10 **MIGHT AND MAGIC III**
US Gold

Bat 'n' ball

- 1 **PINBALL ILLUSIONS**
21st Century
- 2 **PINBALL FANTASIES**
21st Century
- 3 **PINBALL DREAMS**
21st Century
- 4 **ARKANOID 2/REV OF**
Ocean
- 5 **OBSESSION**
Merlin
- 6 **SHUFFLEPUCK CAFE**
Ubisoft
- 7 **ARKANOID**
Ocean
- 8 **KRYPTON EGG**
Rainbird



- 9 **BUNNY BRICKS**
Silmarils
- 10 **LORDS OF WAR**
Rainbow Arts

What's the crack, like?

The way in which the Superleagues work is thus. At the end of every month, we take a look back at the games which have arrived, and the marks they have been given. The best games are considered for inclusion in the 'leagues, but first we scan the relevant columns and decide where, if anywhere, they should go. Old games may still ride high, not because they out-shine the new, but because they have stood the test of time. It's all complicated and stuff.

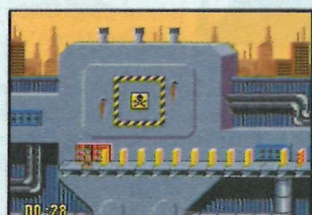
- 11 **OUT TO LUNCH**
Mindscape
- 12 **KID CHAOS**
Ocean
- 13 **ZOOL**
Gremlin
- 14 **THE ADDAMS FAMILY**
Ocean
- 15 **ASSASSIN '94**
Team 17
- 16 **ASSASSIN**
Team 17



- 17 **PREMIERE**
Core Design
- 18 **GODS**
Renegade
- 19 **FURY OF THE FURRIES**
Mindscape
- 20 **ZOOL 2**
Gremlin

Puzzle and Quiz

- 1 **LEMMINGS 2**
Psygnosis
- 2 **BENEFACOR**
Psygnosis
- 3 **OH NO! MORE LEMMINGS**
Psygnosis
- 4 **LOST VIKINGS**
Interplay
- 5 **DIGGERS**
Millennium
- 6 **PIPEMANIA**
US Gold
- 7 **ONE STEP BEYOND**
Ocean
- 8 **PUSH-OVER**
Ocean



- 9 **ALL NEW WORLD OF LEMMINGS**
Psygnosis
- 10 **HUMANS/JURASSIC LEVELS**
Mirage

SwapShop

Free help offered on loads of RPG's including Dungeon Master, Monkey Island & Beholder II. For a full list contact Paul A Hardy, 33 Fir Tree Drive, Wales, Sheffield, S31 8L2 **A1200 + 170mb Hard Drive, external disk drive, sound blaster + lots of game, £375 ono. Phone Terry on 01635 872063**

Blank disks for sale: 25 disks for £5. contact Lee Kemp, 252 Marsdale, Sutton Park, Hull, HU7 4AH

Female Irish teenager needs cheap A600 games. Will pay for postage, send list to Joanne McCarthy, Enniskean, Co. Cork, Ireland

Swap Theme Park or PM2 for High Seas Trader or Secret of monkey Island

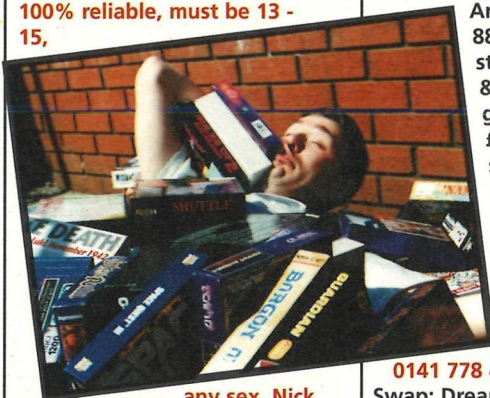
have come complete with the legend 'Genuine Reason For Sale'. What does it mean? Of course you have a genuine reason! You wouldn't be selling it otherwise would you? I mean, even if you've pinched whatever it is you're selling, or say, it's shafted you still have a genuine reason, don't you! Well don't you! It makes us sick and quite frankly we're not going to put up with it anymore. The next person who sends in an ad with 'Genuine Reason For Sale' contained in it will be tracked down and smashed in the bloody face. Stop it! Jeeeeeeeeee-sus!) Only £450 ono (Ooh you'll get that. Serves you right too.) Derek Carson, The Whitsters, Creswell, Stafford, ST18 9SG

Amiga contacts, send list to Joseph Tonna, 31 Ponsomby St, Grica, GLR 02, Malta 100% reply.

Wanted: Elite/Elite 2/ Battletech/Battletech 2 boxed. Swap one for Space Hulk/Settlers/Celtic Legends/Project X/Populous 2/Eye of the Beholder 2/Desert Strike/Space Crusade /Powermonger. All

boxed for Amiga 500 1meg. Darren Davis, 010 Deveron Court, Deveron Way, Hinckley, Leics, LE10 0XD

Wanted: Amiga 1200 owners to swap and talk about games. 100% reliable, must be 13 - 15,



any sex. Nick Leeming, 11 Elsted Road, Greenfield, Oldham, 013 7LL For sale: Amiga 1200 plus many games including Dune II, Desert Strike plus more Amiga only six months old, full parts and labour warranty for 5 yrs. Phone Stewart 0296 25104 £275 ono. A1200, 2MB for sale, 240MB

Overdrive, Philips colour monitor, loads of games. £450. Phone Robert on 0114 249 9764.

For sale: A500+, Philips colour monitor with TV tuner plus loads of games, still boxed: Open to any decent offers. Phone 0171 916 2634.

Has anyone got Beneath A Steel Sky? Will swap for Hero Quest and MK 1. Phone Liam on 01274 590921.

Wanted: Amiga penpals, male or female who are into all games, especially soccer management. please write to: Matt Woodall, 226 Water Rd, Walmer, 6070, Port Elizabeth, South Africa. For sale! 100 HD disks £30. Phone Matthew on 0181 524 4326 (evenings) or 0973 301882 (mobile).

Sell Blinky's Scary School, Titanic Blinky, Steg the Slug, Captain Dynamo, Axel's Magic Hammer and Fast Food Dizzy £4 each. Phone Alexi on 0161 304 9471. CD32 and SX1 for sale. SX1 includes keyboard, fastram, hard drive, disk drive, games, excellent condition. £300. Phone Paul on 01689 600688.

SNES for sale, 2 controllers, 7 games. Very good condition. All the leads. £120 ono. Phone Steven on 01277 822601.

Wanted A1200 and the usual stuff, mouse, cables, monitor. Phone Bob on 01935 73715.

£8 Simon the Sorcerer, Lionheart, Larry 2. £7 Cool Spot, 2nd Samurai, Settlers. £6 Global Gladiators, Jurassic Park, Chuck 2. Phone Mark 01738 552047.

Amiga 1200+ Phillips 8833 monitor, joysticks, steering wheel & pedals £500 of games. All boxed £440 ONO. Will sell separately. Call Julian on 01403 211435.

A500 1Mb. Control pad. 35 boxed games, mouse. All boxed £350 ONO. Call Steven on

0141 778 4347.

Swap: Dreamweb, Settlers, Alien Breed 2 plus more. Want Theme Park, Bloodnet or others. Phone Jon Archer. Work: 01293 584520. Home: 01273 695308.

A1200 for sale with high resolution monitor. 2 Mb RAM, external disk drive, desktop dynamite software £350. Also Miracle keyboard for sale: £120 plus loads

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SWOS £15, Campaign 2, Sim City Deluxe, Cannon Fodder 2 £12, Theatre Of Death, Dune 2, Cannon Fodder £9. All mint condition, boxed. Please hurry! Phone Craig on 01290 552318.

A1200 as new £250, with 80 Meg h/d £300, ext drive £30, colour stereo monitor £100. Tell 0956 558024.

C64 games for sale. £1 each. Send



for free list to: Kevin Stroud, 10 Upper Woodcote Village, Purley, Surrey. CR8 3HE.

For sale: Heimdall 2 on CD32 £5. Chuck Rock on CD32 £5. Liberation on CD32 £5. Lee Murphy, 10 Richmond Road, Bebington, Wirral, Merseyside. L63 7QW.

Soccer Kid good condition, boxed, manual, swap for Kid Chaos 1200. Must be good condition and boxed. Write to me. Julian Davies, 60 Western Avenue, Felixstowe, Suffolk, IP11 9NX

Wanted: Warlords for the Amiga. Will pay. Phone Stewart on Hayle 01736 756091

PD for sale from only 30p/55p! For catalogue send SAE to: 4 St Denys Close, Stanford in the Vale, Farindon, Oxon, SN7 8NJ **Wanted! Second hand Super Nintendo, two joypads, some games, will pay £60 or less. Write to David Morgan, 92 Elm Road, Earley, Reading, Berkshire, RG6 2TR or phone 01734 861 676**

12 month old boxed A1200 with 30 boxed games worth £600 sell for £300 or nearest offer. Buyer must collect. Lewis Allen 01224 316337

2. Boxed originals please A600 games. Connor Coey, 01247 872871

Wanted: Amiga owners as penpals to swap utils, games, PD etc. Will answer all letters, have 500+ and 1200. Ray Stoughton, 35 Oakfield Gardens, Edmonton, London, N18 1NY

Selling Midi system £25, speakers £20, both boxed + vgc or swap for Parnet or Multimedia cd's or CD32 games. Andy Lakin, 01455 220465

For sale, many games include Tower Assault, Addams Family, Hook, Mortal Kombat 2, Parasol Stars and beast. Phone JJ for list. 0141 951 4892

A1200 contacts wanted and coders. no time wasters. Phone 01239 810 866 and ask for Chris CD32 with £200+ worth of games including Skeleton Krew and Banshee plus two turbo pads. All fully boxed £190 ono. Dennis 0113 2692050

A1200 with colour printer, lots of games, joystick and mouse, 12 months old, genuine reason for sale (Right! That's it! For years a few adverts each month

SwapShop

Amiga Raytracing contacts wanted. 100% reply. If you are serious about 3D graphics (aren't we all mate) then phone me on 01375 670036

A1200 for sale, CD Rom, 170mb HDD, CD32 pads, Joysticks, Amplifier, mouse, loads of software, monitor, null modem cable, boxed £650 ono. Rory 0115 9312742

For sale: A500+ 30 games including Theme Park, Lemmings 2. 2 joysticks, mouse, mat, dust cover, disk box, good condition £155 mags and cover disk phone Jonathon on 01202 420547

Sell / Swap Body Blows £10 or swap with Police Quest 2 or 3. Call Simon Beake on 0116 - 2 - 375028

Wanted: A-Train for A500 also interested in adventure games for sale. Send lists to Jason Beresford, 25 Harris Court, Alloa, FK10 1DD

Wanted Hired Guns Mega Lo Mania and civilisation. Buy bug free copy or original. Phone David 01202 302822 after 4.30pm

Wanted: The Clue, will swap for Award Winners Platinum or pay cash. Also top originals for sale. Dean Howard, 70 Fernleigh Drive, Brinsworth, Rotherham, S Yorks, S60 5PE. 01709 720402

Amiga contacts always wanted all across England and Ireland. Any age or sex. For a quick reply send lists to John Quinlan, 69 Neilstown Drive, Clondalkin, Dublin 22, Ireland

Games for sale. Over 25 top titles all in good condition at lowest prices. 100% reply. Swaps considered. Send now! Vincent King, 27 Windermere Avenue, Little Lever, Bolton, Lancs, BL3 1DU

For sale: Amiga 600, only 1 year old, over 20 originals, 1 mouse, 2 joysticks. Only £600. Matthew 01706 813688

Will swap Championship Manager 95 or Beau

Jolly compilation or pay for Tactical Manager Italia. nigl 01637 878046 Premier manager 3 for £17 or swap for FIFA International Soccer, Sensible World of

Soccer or Mortal Kombat 1.

Jonathon Cain, 6 Peters Close, Prestbury, Macclesfield, Cheshire, SK10 4JQ

A1200 Desktop Dynamite, 200 mb HDD, external drive, printer, over 400 games, utilities, cover disks and magazines, accept £500 ono. Jon evenings 01723 515040

A600 over 200 games, 2 joysticks, 1 mouse, loads of mags, boxed with instructions sell for £200 or swap for A1200 with games. Stephen Reed, 33 Egerton Road, South Shields, Tyne & Wear, NE34 0QH

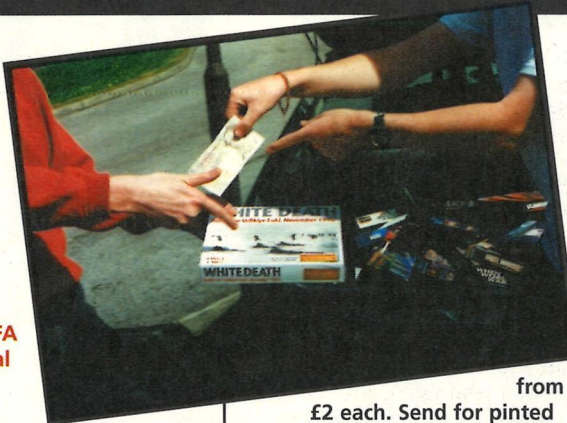
Swap/Sell Immortal, Roadkill A1200, Hammerfist, Lancelot, Fate of Atlantis (adventure), Mercenary III, Battle Isle, K240, Armoredgeddon II, Damocles and Mission Disk two, Deuterios, Bard's Tall II, Sabre Team A1200 for Heimdall 2, UFO, Bloodnet, Pinball Illusions, F1, Crystal Dragon, Fields of Glory or other good games. Colin Andrews 01733 574498

Amiga contacts wanted 100% reply. Lists to Lee, 5 Brierley Close, Bootle, Merseyside, L30 7QH

Swap M/Drive and SNES for Amiga 1200, 600 or 500. Sonic the Hedgehog and Micro Machines games. Give me a quick call on 0171 789 0828.

Amiga A600 for sale, mouse, 3 joysticks, Premier manager 1 + 2, Champ Manager 95 +Italy, Pipe Mania, Lemmings, Goal

+ more £180. Contact Kieran Barker, 32 Burnby Lane, Pocklington, York. 01759 303101 Amiga originals for sale



from

£2 each. Send for printed lists to Stuart Hardy, 33 Fir Tree Drive, Wales, Sheffield, S31 8L2

For sale: Immortal, Lotus II, Altered Destiny, Abandoned Places II, Trolls AGA, Perihelion, Start Trek between £5-15. Swap for Premier Manager III. Simon Cooper, 26 Warmden Ave, Baxenden, Accrington, Lancs, BB5 2PR

Champ Manager EOS Players guide for only 80p in unused tsamps or cash. R. Patterson, West moor Farm, South Hetton, Co. Durham, DH6 2UW

For sale: Wing Commander £7.00, Blastar £7.00, Epic £8.00 also Amiga Light gun £20 including 2 games. Wanted Fifa Soccer. Paul Murphy, 40 Nettlehill Road, Lisburn, Co Antrim, Northern Ireland, BT28 3HA

I'm 15 and wanting female pen pals aged 13-15. I will send a photo to everyone that writes. You must not be boring. Send photo. Barry Mason, 8 Lochloy Crescent, Nairn, IV12 5BD

Penpals wanted: Age 8-13 with A500. Trade cheats, tips and list games. Will swap Frontier for Road Rash. David Robertson, 11 Robbins Court, Tradespark, Nairn, IV12 5PL

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Name

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Age

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October Poster of the Month: Car

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EDUCATIONAL

(N.B. This includes some games)

- E033 Education 1 Learn German
E180 GCSE Maths Syllabus taught disk
E185 Astronomy Calculates positions of planets
E193 Astronomy A total concept disk
E194 Total concepts Learn about dinosaurs
E234 Colour The Alphabet Educational spelling game
E271 The Highway Code All you need to know
E023 Electronic Train Set (1 meg) Construct own train set
E061 Pick up a Puzzle (2 disks) Fit the pictures
E079 Treasure Hunt Great Kids game
E086 Wretched One Good general knowledge quiz
E088 Pair Crazy Good puzzle game for kids
E271 Dinosaurs Quiz on Dinosaurs
E298 States of Europe Information on this continent. Good
E299 Communicate Learn how to use sign language
E301 Japanese Tutor (2 disks) (N) Learning disk
E311 The Internet A guide to the Internet
E312 Learn French French verb tester
E315 Learn & Play 3 Education & Games
E331 Jigsaw (2 disks) Match the Pieces into a Jigsaw
E339 Dunks DTP Desktop publishing for kids
E349 Picture Maths Graphical maths tutor
E350 Barney the bear (2 disks) Learn & meet animals

BUSINESS SOFTWARE

- B134 Ami Cash Best accounts package around
B136 Amibase Prof Excellent database
B140 Text Engine Excellent word processor
B153 File-a-fax As it sounds
B154 QED Beginners word processor
B165 A-graph Creates bar graphs
B175 Text plus VERSION 4 Excellent word processor
B178 (2 Discs) Analitic ALC (2 Discs) Best spreadsheet available
B232 Cheque Book Account Keep tabs on your expenditure
B240 Little Office Word Processor, Database & Spreadsheet
B323 Onform Invoice maker
B330 Easycalc Excellent spreadsheet

CREATIVE + GRAPHICS

- C128 V12 Clip-art For use with D-Print/D.T.P. programs
C130 Label Designer Various label printers
C186 S-Movie Video text editor
C197 Clip-art Stars/Logos/Explosions etc.
C198 Clip-art Valentines and weddings
C201 Clip-art Sport
C206 ABC Adventure Creator (N) Create your own adventure games
C230 Illinois Labels Label Printer
C231 Audio Animation Studio Create Cartoons
C236 Word Power Solve crosswords & anagrams
C238 Font-farm Multitude of printing fonts
C256 Print studio Multi purpose printer utility
C258 Garden designer Create your own garden excellent graphics
C263 League Database Easy-to-use football editor
C322 Lion King (3 disks) Good Disney clip art
C331 Signature Creator Customise your signature

MISCELLANEOUS UTILITIES

- M176 Superduper Disk copier
M210 Pools Pools Version 2 Work out your winnings
M233 Engineers Kit Check your Amiga System

- M241 Winemaker Database for wine lovers
M244 Lockpic V2.0 Uncover copy facilities
M245 Relo Kick V1.4 Latest D Grader for A1200
M259 Easy Spell Spell checker/helper
M262 Essential Virus Killers Kills all the latest viruses
M299 Tee to Green Excellent golf-scorer
M310 Personality Analysis Type in answers to assess yourself
M311 Cop the Lot Pro Updated lottery helper
M332 Virus Checker V6.5 New updated killer
M333 Disk Repair Kit Salvages damaged disks

DEMOS + RAVE

- D075 Girls of sport Pretty shots of talented girls
D099 Jesus Loves Acid (N) Brilliant!
D106 Madonna Pictures and music
D166 Star Trek Animations Anims. of USS Enterprise
D177 Star Trek Animations Agatron no.17 More like above. Good
D287 Calendar Girls Slideshow
D312 Rave Vision Rave music & Graphics
D314 Nine Fingers (2 disks) Good. Sequel to State of Art
D316 Jupiter Impact Real pictures of planet's collision

MUSIC

- M032 Godbrain Loves the World (N) Acid-house magic
M081 Miami Vice Crockett theme remix
M082 The Power Classic track
M084 Pink Floyd The Wall remix
M093 MC Hammer Can't touch this
M094 Guns 'n' Roses Pictures & Music
M302 Wigfield Saturday Night mix
U244 Sound Tracker Samples (4 Disks) 100's of sounds for sampling
U249 Sound Effects Different samples for music making
U062 House Samples Drums & Synthesizers etc.

ADVENTURE GAMES

- Ad005 All New Star Trek (2 drives, 2 disks) USS Enterprise classic. Best one
Ad007 American Star Trek (2 drives, 2 disks) (N) Graphic adventure
Ad014 Adventure Solutions (2 disks) Loads of hints of commercial games
Ad019 Dungeon Delver (2 disks) Difficult adventure quest
Ad065 Pixie Kingdom (2 disks) Tricky adventure game. Good
Ad222 Neighbours Adventure (2 discs) Bring Paul Robinson to court
Ad223 Wizard Wars Graphics Adventure
Ad245 Iron Clads (2 disks) Graphic adventure
Ad326 Wibble World Giddy Really good platform game
Ad421 Glassback II Very good platform game

ARCADE + PLATFORM

- A010 Breakout Classic bat & ball game
A011 Blizzard Horizontal shoot-em-up. High quality
A024 Eat Mine (N) Emerald Mine Balderdash game
A074 Snakepit Eat the food to survive!
A165 Super Skoda Car racing game
A181 Quick 'n Silver (N) Platform. Similar to New Zealand Story
A207 Flagcatcher Find the flags. Very addictive
A209 Games Galore Ten (N) 14 excellent games
A214 Parachute Joust Fight for parachute on descent. V. good
A221 Revenge of Mutant Camels Good. Similar to Centipede
A226 Dual 2 player action shoot-em-up
A243 Tetren Excellent Tetris clone
A247 Quiz Master Quiz which includes Editor
A255 Amos Games 5 Games including Glassback
A327 Tetris Pro Tetris game with exceptional variants
A333 Icerunner (N) Recom. Brilliant platform game. 10 out of 10
A338 Project Buzz Bar Excellent asteroid type game
A340 Depth Charge Submarine game
A341 Earth Invader The best space invader game
A401 Assassins 219 Chopper Attack, Route 66, Gimme 5
A402 Assassins 220 Age of Rock, Commando Raid, Hearts
A403 Assassins 218 Bomber 2000, Black Dawn
A404 Assassins 217 Mangled Fenders, Maze and Cubik

- A433 Harry Haddock Really good platform adventure
A434 Amiga Boy Console games on Amiga!
A443 Nimble! New. Addictive graphical platformer

STRATEGY + WAR GAMES

- Sim013 Bullrun (N) American civil war game
Sim071 Return to Earth (1 meg) Space adventure
Sim102 Simulation 1 (1 meg) Recommended. 5 games including Metro
Sim109 Wheel of Fortune TV Quiz, computerized
Sim124 Napoleonic Warfare High-quality simulation
Sim139 Battle of Britain Defend the nation
Sim143 Card Shop Well presented card games
Sim217 Act of War Excellent strategy game
Sim218 Roulette Casino Classic
Sim220 Sub Attack (N) Also landmine + bomber
Sim224 Strategic Games 3 excellent games
Sim410 Island Excellent board-game. Build hotels & money
Sim414 Diplomacy (N) Classic, similar to Risk
Sim415 War (N) Top-quality 8-bit strategy
Sim158 Total War (N) Risk type game
Sim428 The Shepherd Populous clone
Sim431 Rags to Riches Become a millionaire
Sim444 Ultimate Quiz Pub-quiz clone

SPORT

- Sp170 Amos Cricket 'Owzat!
Sp208 Grand Prix Simulator Excellent
Sp256 Slamball Management game of US football. Type Sport
Sp263 Soccer Cards Simplistic league-based game
Sp299 Top Of The League Addictive football management game
Sp303 Strikeball Baseball-type action game
Sp307 18th Hole (2 disks) Excellent golfing game
Sp325 Mister Men Olympics (2 disks) Excellent game for disks as reviewed in Amiga Computing
Sp337 Super League Manager 2 Updated soccer management game
Sp372 Road To Hell Well-produced racing game
Sp373 Wrestling (2 disks, WB2.0 upwards) Good fun graphics
Sp376 Unsensical Soccer Good football game
Sp429 A Day at the Races Simple horse racing game

A1200 ONLY

- U235 Sleepless Nights Compilation of A1200 utilities
U246 Magic W/Bench Excellent W/B improvement for A1200
U321 Chessmayne Chess text & pictures
U324 Lottery Winner AGA Helps you to win!
U334 AGA Killers Updated virus killer
D285 Fairlight 29 meg of graphics on one disk
D289 State Of Art Famous quality demo
D290 Raving Mad Me High quality music video
D291 Lethal Exit Stunning demo
D300 Technotrack II More rave music
D301 Retina Excellent Vector film demo
D305 Tina Small Slideshow of model
D310 AGA Mansell Nigel Mansell slides
D315 Minomist Rave Great dance demo
D320 How to Fail Your Driving Test Four Times Very funny
E300 Speak & Spell Good for Learning Youngsters
G321 AGA Klondike (3 disks) Excellent patience card game
G322 Giger Tetris Tetris clone
G323 U Chess Brilliant chess game
G339 AGA Megaball Brilliant breakout game
G372 Mad Fighter 2 player Street Fighter game
G414 Motorola Invaders (2 disks) Brilliant space invaders
G420 Psstt AGA Arcade AGA game
G440 Missile Over Zenon (2 disks) 3D missile command
G441 To the Death Street fighter clone
G442 Excellent card games III Restricted AGA version
G445 AGA Donkey Kong Re-hash of original. Good

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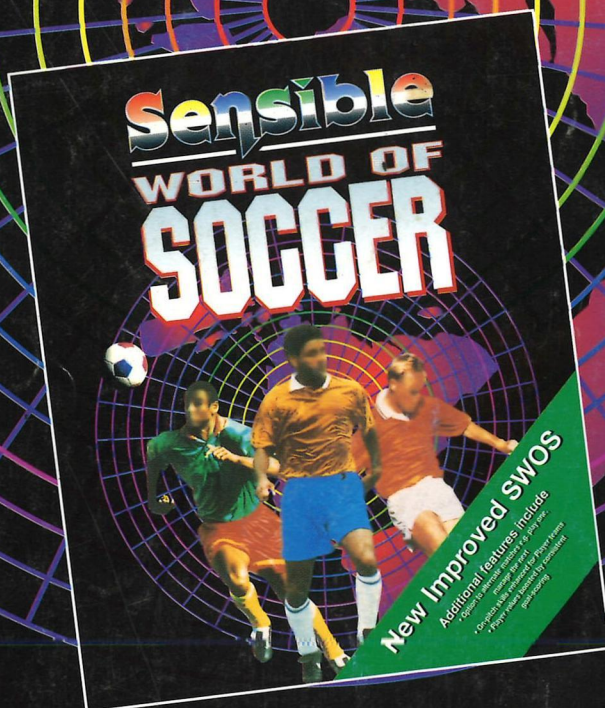
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